JAM-PACKED FROM COVER TO COVER WITH C64 INFO

Four new games reviewed

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 54 ● £2.95 ● MARCH 1995

BARGAIN HUNTER

Hit the trail and track down those cut-price C64 deals...

When you buy this magazine from the newsagent's you shouldn't be able to read this. If you can, then someone's swiped the covertape. Ask your newsagent for a replacement.

Tape to disk SMART!
Turn to p.5

PLUS! £75 worth of C64 software must be won!

LET'S GET TECHNICAL

Discover how ROMs and the Action Replay Cartridge could change your life... probably.

Future PUBLISHING
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FORMAT

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Open season on bargains is here! We tell you where to go for the best deals and how to make sure that second-hand doesn't mean sub-standard. This feature could seriously improve your bank balance.

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We have over £70 worth of games to give away!

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ACTION REPLAY

The innermost secrets of the Action Replay Cartridge exposed! Discover how it can make your life infinitely easier. Honest, guv.

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Like Christians to the lions, five games quake before the reviewing might of Andy Roberts.

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Spaghetti Western Simulator
Strangely devoid of tomato sauce, but bursting with banditos. And this town ain't big enough for any of 'em.

Amorphous Demo
Forget the rainforests – save the blob! He's lost in a deadly maze

Antifriction
Shoot-'em-up action with a difference – the further you get, the less you score. But who cares what you score when you've got a vast range of alien-blasting weapons at your disposal? Not us matey, that's for sure.

Overload
The game with a critical mass. Explosive puzzle action in a fight for complete domination.

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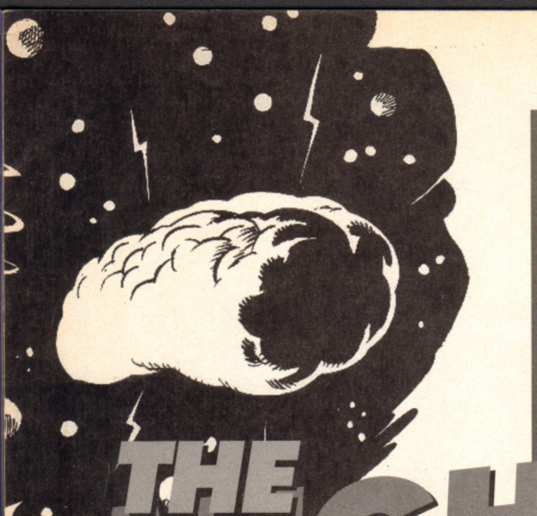
TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING... ➤

A picture says a thousand words, apparently, but art is about personal interpretation. Which isn't much use as a means of communication. So we resisted TMB's efforts to turn his letters page into an art gallery.



THE MIGHTY BRAIN

STOP WHINGING!

Dear Mighty Brain,
I am not writing in to slag off consoles. Nor am I sticking up for them. I own both a Mega Drive and a C64. In all honesty I prefer the C64 because of the better selection of games.

I have been reading *CF* since issue one and just recently it has lost yet another editor to a console magazine (*Ultimate Future Games*). It's funny how Dave went off to a console magazine considering how much time he spent slagging off consoles in *CF*.

At the start it wasn't such a bad thing, but it went on issue after issue, and I'm sure many readers found it boring. Dave wasn't a bad editor, it's just that he went on about how consoles are so bad all the time. So I was hoping for a change when he left. But things are just the same. Why can't you just stop? Surely there can't be anybody who isn't bored with *CF*'s attitude.

By now you probably think I'm a pass-remarkable git (*a what? – TMB*), but I do like the PD, techie tips, Mighty Brain and especially the covertape which has been getting great games on it recently, like *Dropzone*, *Tilt*, *Fantasy World Dizzy* and, yes, even *Steg The Slug*.

This is the first time ever I have criticised *CF* but if you print some whinging git going on about how crap consoles are instead of this, then I'll really know how *CF* feels about the C64.
Stephen Johnston, Ballyclare

Er, hang on. Mega-intelligent as I am, I cannot fathom out that last statement. *CF* is, has always and always will be through all parallel dimensions 100 per cent behind the C64. If we hadn't printed it you would have been hard-pressed to prove in court that our (in)action was evidence of anti-C64 behaviour.

As for Dave, Yes, turncoat, isn't he? But it's amazing what you humans will do for money. Or could he be agent provocateur. **TMB**

THE 64 SOAPBOX

GET YOURSELF HEARD

If you've got something to say, then TMB's letter page is the place to get your opinions heard. Write to: The Mighty Brain, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. All letters sent to *Commodore Format* are assumed to be for publishing. We also reserve the right to edit your letters for reasons of length, grammar and punctuation.

SUPER MARIO SISTERS

Dear TMB,
The PD game *Super Mario Bros* is not really PD. It's just a doctored version of Rainbow Arts' commercial game *Great Giana Sisters* with redefined sprites.
Marc Walters, Edgeworth, Australia

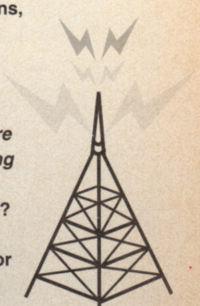
Oh, so that makes it all alright, then, does it? **TMB**

SLEEVES PLEASE

Dear TMB,
When I re-subscribed to *CF* I asked for coverdisks. I now miss all the funny little jokes you put on the back of the Power Packs, and all the nice little pictures of in-game characters. Can't you print a disk sleeve with the same things on as the tape's sleeve?
Shane Hadfield, Sheffield.

Let's get picky, shall we? If you want to have speed you have to be prepared to make some sacrifices. And let's face it, those puerile jokes these humans on the crew make aren't exactly much of a sacrifice. **TMB**

DODGY REASONING



Yo! Totally Mega Brain,
Before I ask you some questions, I'd just like to say that my Dad agrees with you that consoles are a load of flies-swatted on the window (e*r, I think we'd better lay off that subject before Stephen Johnston starts getting upset – TMB*).
1 How come you are so clever?
2 Once, when I was watching *Bad Influence*, a girl wrote in for a cheat for the C64. They gave her the cheat, but said she must be the only person in the world to still own a C64. Doh!
3 To prove consoles are toyish rubbish, I have given *Mayhem* and *Sonic* ratings:

Game	Graphics	Playability	Sound	Total
Mayhem	10	10	10	30
Sonic	10	8	8	26

4 Why does everybody hate *Repton 3*?
5 Here are my top five games

1. ***Mayhem In Monsterland***
2. ***Creatures***
3. ***Repton 3***
4. ***Carnage***
5. ***Stormlord***

Keep up the good work.
Grant Hodges, Taunton.

1 When you are 100 per cent brain you can't help be anything but. I would love to say how hard I worked at becoming brainy, but … er, actually, I wouldn't. I'm glad I was born with an intellect the size of a small universe. At least I never had to go through the dribbling, goo-goo, ga-ga stage.
2 You were probably the only viewer they had.
3 As much as I would like to whole-heartedly endorse your findings, I feel there are some obvious flaws in

your research techniques (there are console games a whole lot better than *Sonic The Hedgehog*). Nice try, though.
4 They don't.
5 Told you so. You, your very self, like *Repton 3*. Didn't you realise that when you asked question four? **TMB**

WHERE, WHERE, WHERE?

Dear Brain,
I live in Truro. What is the nearest shop to me that sells C64 games?
Andy Tethers, Truro

I am getting more and more letters like this, so I have convinced the latest Editor to run a feature listing as many C64 software stockists as possible. But we need your help. If you know of a shop, or indeed work in one, that sells C64 software, please get in touch with us at the usual *CF* address (printed in the C64 Soapbox box-out). Help us to help other readers. You know it makes sense. **TMB**

ONE IN A MILLION

Dear Mighty Brain,
1 What has happened to the problem pages?
2 How about putting some more *Repton 3*-type games on the covertape? Ah, go on.
D Jacobs, Bellinge

1 Er, if you're referring to SOS, have no fear. It will return. But not on a regular basis. The crew is planning another Gamebusters special issue which will include a heap of SOS replies. But you know what they say about the best laid plans of mice and men… and that Andy Roberts is both.
2 Good grief. Another *Repton 3* fan. The fan club has doubled. **TMB**

PS OF THE MONTH

PS If you print this letter then I win a bet for a fiver with my older brother.
Keith Barnes, Crewe

Well, you're going to have to argue it out amongst yourselves whether you reckon this counts. **TMB**

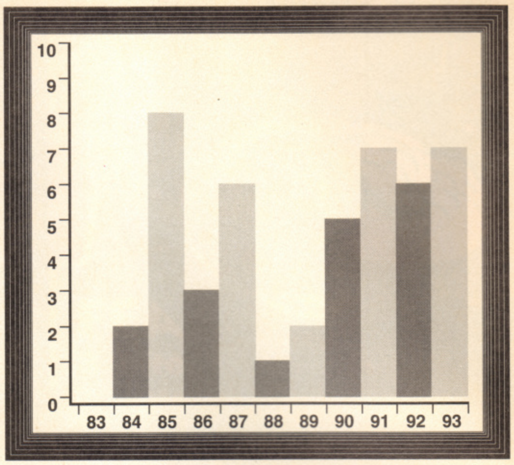
LEADERS OF THE PACK

Dear Sir TMB,
1 Why don't you put a football management game on the Power Pack as I love football management sims?
2 The new loading system is smart, far better the boring clock in the bottom corner.
3 How many people work on *CF*?
4 Here are my top five and bottom five games that have been on the Power Pack.

Top:	**Bottom:**
1 ***Mayhem Demos***	**1** ***Steg The Slug***
2 ***Reaxion***	**2** ***Repton 3***
3 ***Heavenbound***	**3** ***Freddy Hardest***
4 ***DJ Puff***	**4** ***Vengeance***
5 ***Battleships***	**5** ***Starray***

Most of the last 10 Power Packs have been excellent. My favourite utility is Interword which I used to write this letter.
David Proudlock, Dumfries

1 Actually, there has been a mounting number of requests for football management sims on the covertape, so if one does appear on a Power Pack soon, a list of the guilty names will be available on request.
2 Ah, well, er… sorry about this, but the clock could well be making a comeback… It's by popular demand. Honest.
3 One. Me. Nobody else does any work around here, as far as I can tell.
4 *Repton 3* is back to its usual reputation, I see. **TMB**



A N Onymous's meticulously-researched chart.

TOP OF THE POPS

Dear Mighty Brain,
I have drawn this chart (above). It relates to your Top 50 in issue 50, and shows which years had the most popular games.

What I want to know is, what happened to *Head Over Heels, The Blues Brothers, Delta, California Games* and loads of other games that are better than *Street Fighter 2, WWF2, Treasure Island Dizzy* and *Spaghetti Western Simulator*? Oh, and surely *Repton 3* wasn't that bad, was it?
A N Onymous, Winsford.

Yet another *Repton 3* fan? What is this? Be kind to unpopular games month? **TMB**

HONOURS LIST

Dear TMB,
Well done for all those years of devotion the C64, you all at *CF* deserve to be honoured by your country. Thank you.
Mark Hughes, Holywell.

Hmmm, yes, I like the sound of Sir Brain. **TMB**

ODE TO A C64

Dear Terrence Mudcliffe Bradley,
Time I have taken,
To write, for you,
The tale of a boy,
With a toy he got new,
For birthday, a present,
When he was but nine,
Yet she was to last him,
A very long time.

She gave him such passion,
For life every day,
She was a mock friend,
Who would always obey,
The things she could do,
Filled him with awe,
He loved his new toy,
His C64.
At this point in time,
Games were substantial,
Magazines existed,
Like CC International.
But he chose to have brought,
To his doormat,
A magazine called,
Commodore Format.

It was quite brilliant,
A pre-eminent feast,
All other magazines,
became obsolete.
Good things seemed to last,
Years and years past,
Computer and boy,
Were growing up fast,

But many moons later,
A cloud did come,
Bigger and better things,
Had now begun,
The things they could do,
Were beyond one's dreams,
Rather than eight bits,
They had sixteen.

Slowly the Commodore's
Games market dried,
Her once large appeal
Had commercially died.
Most upgraded,
Unaware of their sin,
But something told our boy,
Not to give in.

Besides *Commodore Format*
Had survived the test,
Proving its commitment
Was better than the rest.
In fact the decline
Was a little overrated,
You might be surprised,
At how little she's dated.

The C64,
Is eternal, you see.
How do I know?
'Cos that boy was me.
Timothy Maynard, Dundee

There was a young Brain called
Mighty, (uh oh – Ed)
Who moved from Tau Ceti to Blighty,
He joined the crew,
On *CF* 'cos he knew,
That these consoles were incredibly
sh…(cut it, before we get another
letter from Stephen Johnston – Ed).
TMB

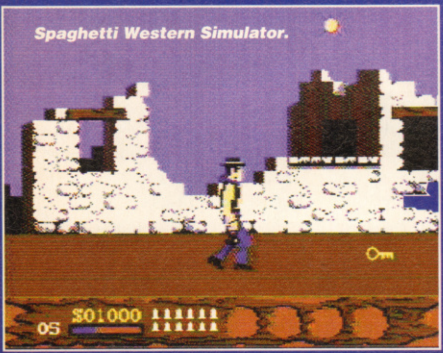
COMMODORE FORMAT
SPAGHETTI WESTERN SIMULATOR
FULL GAME
POWER PACK
PLUS
PD OVERLOAD
PD ANTI FRICTION
AMORPHOUS
DEMO

POWER PACK

What's on the jolly old covertape this month, then, Bob?

Spaghetti Western Simulator

The dust. The sudden close-ups. The gun-duels preceeded 20 minutes of wordless staring. The campy choral music. These are just some of the Spaghetti Western cliches that you don't find in *Spaghetti Western Simulator*. This is a sim in the loosest possible use of the term.



You play a Sheriff who has to a rid a town of them low-life bandit scum. You can tell their low-lives because they throw knives and bombs at you. They also leave things lying around which you can pick up and put in your (presumably very large) pockets.

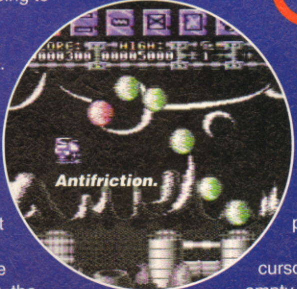
The lower half of the screen shows you your energy bar, how many bullets you have left and what you've got in your pockets. There are also some bullets and bottles of, erm, pop lying around, which will replenish your energy bar and bullet quotient.

The bandits in the buildings are holding hostages so avoid shooting them (otherwise your energy will take a dive). The controls are a bit tricky, but with a bit of practice you'll be an expert gun-slinger in no time. Yeehaw!

Shoot	**Up and Fire**
Collect Items	**Down and Fire**
Use item in pocket	**F1-F7 (depending on pocket)**

Antifriction

Antifriction was originally going to be part of a demo, but the author decided to release it on its own – quite rightly so. It's a great little game.


Antifriction.

It's a PD conversion of the classic game, *Delta*. You guide your ship through the levels blasting the baddies and picking up the pick-ups. But there's an ingenious twist. The further you get, and the better the weapons you get, the lower you score.

The weapons are shown along the top of the screen, and the one you've currently got is highlighted. From left to right they are:

- Normal shot – 50 points for each ship destroyed.
- Double shot – 30 points per enemy, but it destroys them that little bit more quickly.
- Laser beam – Slices through enemies but only gives you 10 points for a kill.
- Cross shot – Difficult to use, but gives you 80 points for every enemy destroyed.
- Bomb shot – Very effective, but very low scoring, unfortunately.
- Shield – You can't be killed, but you can't score either.
- 700 points (and you keep your current weapon).
- Extra life (and you keep your current weapon).

NO LOAD ZONE

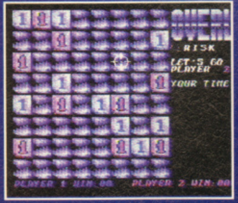
If you're having trouble loading this month's Power Pack then plonk the duff tape in a jiffy bag, slip in a tape-sized SAE, seal it up and send it to: *CF54* Tape Replacement Service, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shropshire.

Overload

Like trying to run 37 different electrical appliances from one socket, overloading things in this game leads to explosions. It's a tricky puzzle game for two players (the computer will step in if you're a social outcast) played on a grid of squares.

At the start the grid is empty. You control a cursor using the joystick. Move the cursor to an empty square, hit fire and a '1' will appear there in your colour. If you fire onto a square that already has a number in it, then the value will increase by one.

The catch is that each square has a limit to the value it can contain. The corner limit is two, the edges are three and the rest of the board is four.



Overload.

So what happens when you try to overload a square by firing on it when it's at its limit? An explosion! And all the squares around the exploding square will increase in value by one (which can, of course, lead to a chain of explosions). PLUS, if the exploding square is blue, then all the surrounding squares will turn blue.

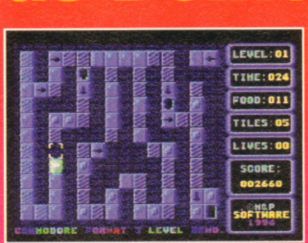
The winner is the player who manages to completely dominate the entire board. Good luck.

TAPE TO DISK

This month's Power Pack is also available on disk. To get the disk version simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em both in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to: *CF54* Tape To Disk, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shropshire TF7 4QD.

Amorphous Demo

Luckily, all the instructions you'll need for *Amorphous* are included in the game yourself. So all we'll say here is that it's an ingeniously tricky puzzle game featuring a blob running around a number of mazes. You have to guide him around the mazes, making him pick up food and avoid taps along the way, finally getting him to the exits. The problem is, he's a bit thick and doesn't always go the way you want him to…



There are three levels in this exclusive *CF* demo, but none of them are easy.

GAMEBUSTERS

If at first you don't succeed – cheat. Andy Roberts, the cheatmaster supreme, shows you how.

SUPER SCRAMBLE SIMULATOR (KIXX)

Not the most exiting sports simulation on the C64, but it has been causing headaches for Andrew Biss, N. Harris, Glen Gillespe, and Simon Brown, so here is an extremely helpful listing for a much easier game.

```
0 REM SS SIMULATOR CHEAT BY WAZ
1 FOR X=384 TO 407:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2581 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,168,141,208,008
5 DATA 169,057,141,209,008,076,016,008
6 DATA 169,181,141,218,039,076,000,016
```

TRAPDOOR (ALTERNATIVE)

We gave away a listing for the sequel last month so, as logic would dictate, here's a listing for the prequel, er, this month. Anyway, Andrew Banks, Kevin Archer, Yvone A. Simpson, J. Rutherford, James Kane, Carol Lennon, Tina Sawkins, and Steve Newark should have no problems satisfying 'him upstairs' anymore.

```
0 REM TRAPDOOR CHEAT BY WAZ
1 FOR X=269 TO 299:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3369 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 269
4 DATA 032,086,245,169,032,141,220,002
5 DATA 169,001,141,222,002,076,004,003
6 DATA 087,065,090,238,032,208,238,032
7 DATA 208,169,096,141,066,058,096
```

BATMAN THE MOVIE (OCEAN/HIT SQUAD)

The Dark Knight returns – again.

I've probably received more requests for help with this game than any other, and, oddly enough, there is a cheat for the game which has been sent in more times than I care to remember. So, here are some tips and THAT cheat mode. Again.

- THE CHEAT – It's rather simple, actually. If you're playing the tape version and you happen to die on one of the later sections, simply leave the tape running (ignoring the REWIND TAPE prompt). The next section should load in, and you should have infinite lives to boot. Bat-tastic.
- LEVEL 1 – AXIS CHEMICAL WORKS

Only the large drops cause any real damage. Ironically, the henchmen only fire at you

ARCHETYPE (PSYTRONIC)

The first half of Psytronic's superb *SEUCK* selection is an impossibly treacherous quest, so here's Andy with a veritable kettle full of advice. If you have an Action Replay use `POKE 19305,142` and `POKE 20089,142` for infinite lives on both players (disk users might like to try the listings printed in *CF*51).

From the start: as you move off, be careful to avoid the two oaths which appear from the trees at the far left and right of the screen. Edge forwards, disposing of the grunts as you go, until you reach a line of baddies. Shoot one, then move into his gap and kill the rest from the side.

Move to the far right and continue forwards until you see the 'smart bomb' potion. Grab it to kill everything on-screen. Continue upwards until another line of enemies appears – dispose of it in the same way as before (from the side).

Move up and grab the invincibility potion (which only lasts a few seconds), kill the two thugs, then proceed forwards keeping to the right again. Grab the smart bomb potion as before, but try letting a few more baddies on screen before collecting it for maximum impact. Edge forwards

COPS 3 – ROBBERS & DINOSAURS (PSYTRONIC)

The second half of Psytronic's latest and greatest SEUCK compilation has all manner of Nazis, Mafia agents, religious fundamentalists and dinosaurs to contend with. But here's a heap of advice to get you through Eurocity totally unscathed. If you have an Action Replay use `POKE 19305,142` and `POKE 20089,142` for infinite lives on both players (disk users might like to try the listings printed in *CF*51).

From the start: immediately shoot the baddie to your left, then the one to the right, then move down a little and wait for the bank doors to blow open – two more baddies will appear from within, as well as a sniper in one of the windows. Kill all these, followed by the sniper and car which appear, then go into the bank. Quickly shoot the white baddie in the centre of the screen, then the two henchmen on either side (it's fairly easy to dodge their missiles). The vault doors will then blow open, spilling a few more bad guys in your direction – kill 'em and proceed.

Out on the street, move over to the left-hand edge of the screen and make your way forward, killing the baddies which appear. The cars are a bit of a pain at times, but being at the left of the screen gives you more time to get out of the way. When you reach the office building, shoot the snipers in the windows and make your way to the lift situated on the right-hand side of the building – it will take you up to the roof. On your way up, shoot the two snipers which appear during the ascent.

EUROCITY BANK
Look left, look right... look OUT!

On the roof, shoot the first two henchmen that appear, then move up as far as possible. The next two waves (consisting of three baddies) aren't too difficult to cope with, but the top-most one will have a bazooka – shoot him as soon as he appears. After that a helicopter will appear, and you need to shoot the bad guy with the rocket launcher. Once he's dead, a ladder will appear (as well as some more bad guys, so be careful) which allows you to climb into the helicopter, which takes you to the Eurocity Suburbs.

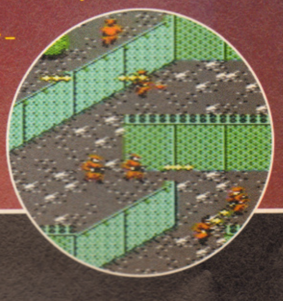
Move forward, shoot the baddie and rescue the hostage (a girl – well, what did you expect?). Now weave your way through the maze of houses and trees, shooting the bad guys as you progress. Remember that your bullets can go through any obstacle, including houses and bullets, so find yourself a safe position (out of the enemy's path) and shoot like crazy.

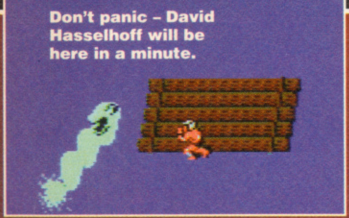
When you reach a long line of fir trees, a big-boss-baddie appears. Stay at the far right and move forward slowly, shooting anything that comes your way. As you burst into the Nazi headquarters, kill the static guards first, then the moving guards. Edge forward cautiously until another baddie appears (obviously an Adolf look-alike). However, he is very easy to dispose of; simply wait for him to stop moving, then move alongside him and let him eat some serious bullet pie.

You get a lift to here.

Once you've entered the dinosaur park, be careful to avoid the 'raptors, then make your way towards the girlie standing by the entrance... which leads into deadly territory. Make your way forward, stop to tackle the first wave of 'raptors and guards, then move up through the next section of fencing.

Keep to the far right or left, and dodge your way past the 'raptors rather than shooting them. When you reach the river, edge forward ever-so-slowly, as a large (and rather indestructible) T-Rex appears and stomps along the bank. Cross the river using the stepping stones, then be very careful (again) when crossing the next river – the 'raptors will try to cross over at the same time (above all,


This part looks very much like *Arnie*.


Don't panic – David Hasselhoff will be here in a minute.

and kill the next line of thugs, then once again grab the invincibility potion and use it to your advantage.

Moving through the dense foliage, stay at the extreme right to avoid most of the baddies which appear. When you reach the captured girlie (*sexism? never! – Ed*), rescue her, then collect the potion and dispose of the two 'well 'ard' neanderthals (worth a cool 2,000 points each).

When you are teleported to the raft, shoot the four baddies lurking there, then move up and rescue the girlie. Don't collect the potion just yet... wait for the first serpent to appear, and then collect it. Dispose of the next three serpents as they appear (there's plenty of room to dodge them on the raft), before you arrive at the other shore. Shoot the thug that greets you before he shoots you.

I don't know what's in those bottles but it's mighty fine stuff

The next section can induce a little panic, but is quite easy if you keep a cool head. The thugs at the edges of the screen aren't a major problem – only their bullets need to be avoided. Shoot anything else which appears on screen, however, as things become a teensy but cluttered otherwise. When you reach the strange black holes, be careful, as serpents tend to pop up when you least expect it. The best way to tackle them, unless you get trapped, is to move above them and shoot downwards (or even shoot them from behind, if you're fortunate enough to be in the right position).

And if you think that was difficult, wait till you reach the caves. Before proceeding up to the next 'level', make sure you shoot all the enemies on the upper levels, as they often cause immense problems when you're trying to climb. Keep moving and shooting (famous last words...), but when the boulders appear it may be necessary to retreat rather than shoot. When you reach the very top level, grab the potion to kill most of the other thugs, then stay at the upper-left of the play area and shoot like crazy to destroy the 'Charchoal God' (sorry, I couldn't think of anything more suitable!).

The next section requires quick reactions and an even quicker trigger finger. Make your way methodically up the ladders and across the paths, but stop to shoot the water monsters (in their head) as soon as they appear. Leave them for too long and they'll make balloon animals out of your intestines.

When you reach the girlie (who, thankfully, doesn't have to be rescued this time), she will tell you a riddle. Ignore this load of old nonsense completely and proceed through the level, shooting the thugs and serpents (which appear from the holes in between the platforms).

When you reach the temple section, shoot repeatedly and run as fast as you can past the myriad of bats and thugs to arrive at the final obstacle. Collect the scroll (which tells of a hidden path in the forest), then the potion, and prepare to tackle the final beast. This isn't that difficult, and once he's dead, go to the door and quickly grab the chests of gold which await.

The woods are infested.

Well done, you've finished the Earth Quest. The question is, can you complete the Water, Fire, and Air Quests without any help? Go on... I dare you.

---

when you face them – when in doubt, run away. When faced with a bomber, either climb up within his range, or take an alternative path. It pays to be cautious, as there are plenty of long drops. One useful trick is to fire the batrope to the platform above and then lower yourself to the platform below (it beats losing a life).

When climbing up the final section at the far right, keep as close to the left wall as possible. When you reach Jack Napier, you can shoot him even though he's off screen, and his bombs can't harm you.

● LEVEL 2 – THE BATMOBILE

Initially tricky, but the habits of the other drivers are easy to learn and anticipate. The slow-moving cars can be nudged out of the way, but it's better to overtake the vans and sports cars. Stay in the top lane as much as possible, and hit fire as soon as the arrow points upwards. When the buildings give way to trees and bushes, the batcave is near – stay calm.

● LEVEL 3 – SMILEX PUZZLE

Select the first three items in the list, then another three (starting with the last one in your first selection). Repeat this process, moving along two elements at a time, until you find the combination. Quite simply, it's a process of elimination. You'll run out of tries before you run out of time, so take it easy and think carefully.

● LEVEL 4 - THE BATWING

The trick here is to position your craft roughly two-thirds to the right of the screen and stay there. It should then be possible to cut all the ropes you encounter without bursting the balloons, moving up and down only. The basic aim of the level is to survive until the timer reaches zero, and it is possible to cut every balloon free. If, however, you have to choose between two wagons, opt for the one with the most balloons on it. Oh, and avoid reckless flying.

● LEVEL 5 – GOTHAM CITY CATHEDERAL

Make your way up to the cathedral roof to confront the Joker (just like the film). The first skill you should master is avoiding bombs, as there are plenty of bomb-throwing henchmen dotted around. Remember that time is of the essence, so it doesn't pay to linger around too much.

The spikes are a problem too, so take extreme care when swinging across them. Remember that you can swing further by moving the joystick left and right. Only jump off when it looks safe to do so. When you reach the Joker at the top of the cathederal, walk towards the ladder and fire the batrope diagonally towards him. You have a few attempts at this, and once hit he falls down to his doom. Well done, Bruce, you've completed the game and saved Gotham City.

Will Kilmer suit the Bat-role better than Keaton?

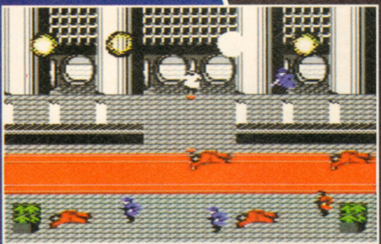
---

be patient). Continue to the end of the sections, avoiding the two T-Rexes waiting for you at the park exit.

You should now be standing outside the Northern City Air Terminal, where the game's dramatic showdown will take place. Shoot the guards and head through the fence, and be careful to avoid the cars which appear from the right at very high speed. Now, keeping to one side of the screen, pick your way slowly forward, stopping to dispose of any guards in your way. The bazooka-carrying guards are very easy to dispose of, as they only fire in one direction. Once you reach the aircraft, shoot the two guards on the wing, then quickly run left and up to avoid the onslaught of bazooka fire which ensues (now's the time to buy that autofire joystick you've always wanted).

Now weave your way past another set of poorly-trained guards until you reach the boss's plane – climb up onto the wing, rescue the girlie, then dispose of the boss and his henchmen to finish the game.

Well done, Mike and Singh, you've saved Eurocity from destruction. If you're happy and you know it, stamp your feet.

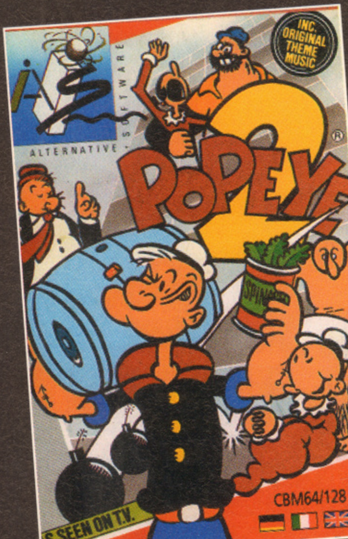

The vaults are teeming with gun-toting crooks.

POPEYE & POPEYE 2

(ALTERNATIVE)

He's strong to the finish when he eats his spinach? Not in this game, matey. To aid Popeye in either of his quests for true love with the delicious Olive, simply type in the relevant listing, SAVE for future use, then RUN it. And the cowardly wimps who

Victim of steroid abuse?



He is what he is, whatever that is...

requested help are David Elliot, J Baillie, William Spence, D Hope, A Cooper and Laurie Brennan.

```
0 REM POPEYE CHEAT BY WAZ
1 FOR X=269 TO 306:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4234 THE PRINT "DATA ERROR":END
3 INPUT "INFINITE TIME Y/N";A$:IF A$="N"
THEN POKE 302,206
4 INPUT "NUMBER OF HEARTS 1-25";A:IF A<1
OR A>25 THEN 4
5 POKE 297,A:POKE 157,128:SYS 269
10 DATA 032,086,245,169,032,141,220,002
11 DATA 169,001,141,222,002,076,167,002
12 DATA 087,065,090,169,000,141,032,208
13 DATA 238,032,208,169,025,141,042,064
14 DATA 169,173,141,173,064,096
```

```
0 REM POPEYE 2 CHEAT BY WAZ
1 FOR X=544 TO 584:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4851 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 544
4 DATA 032,044,247,056,169,032,141,219
5 DATA 003,169,054,141,220,003,169,002
6 DATA 141,221,003,032,108,245,072,169
7 DATA 173,141,133,053,169,000,141,239
8 DATA 051,104,206,032,208,173,032,208
9 DATA 096
```

WHO DARES WINS 2

(ALTERNATIVE)

Steve Evan's classic *Commando* variant, which thankfully didn't spawn another ridiculous court case, has been causing all manner of niggles, itches and gamesplaying problems for Leighton Ellet, Bernard Hatton, Remco Komduur, S Humphries and M Carter. Luckily, we found this infinite lives listing POKE behind the fridge the other day, along with an old Biro and a piece of cheese. Curious.

```
0 REM WHO DARES 2 CHEAT BY WAZ
1 FOR X=269 TO 304:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4207 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 269
4 DATA 032,086,245,169,032,141,240,003
5 DATA 169,001,141,242,003,076,174,002
6 DATA 087,065,090,238,032,208,238,032
7 DATA 208,169,000,141,080,029,169,173
8 DATA 141,185,070,096
```

SOS

HELP! HELP? HELP!?

If you have any maps, tips, cheats, POKEs, solutions, and general game-busting info, bung it into an envelope and send it to:

Andy Roberts' Gamebusters,
***Commodore Format*,**
30 Monmouth Street,
Bath,
Avon,
BA1 2BW.

If you're stuck on any game, no matter how old or obscure, simply jot down your plea (on a postcard/stuck down envelope if possible), include the name of the publisher, and the part of the game you're stuck on, then send it to the above address marking your request with 'SOS'. We'll do our very best to help.

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You could find yourself suddenly 15 games better if you win this once-in-a-lifetime competition courtesy of Alternative Software and *Commodore Format*.

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All you have to do is tell us what **Popeye's favourite food** is. Then write the answer, plus your name and address on a postcard (or, as they say, a sealed down envelope – in fact anything you like just so long as we don't have to open it) then post it to: Alternative Compo, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Entries must reach us by April 3rd, and the winner will be picked at random by The Mighty Brain. Future and Alternative employees may not enter this compo.

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- *4 Most Airpower*
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- *4 Most Fight and Fright*
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- *4 Most Warzone*
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- *4 Most World Sport*
- *4 Most Balls, Boots, Brains*
- *4 Most Big Hits,*
- *4 Most Super Sports*
- *4 Most Thrillers*
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- *Aftermath*
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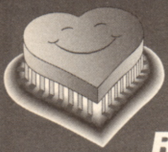
- *Football Frenzy*
- *Game Over*
- *Game Over 2*
- *Gladiators*
- *Gold Or Glory*
- *Graham Gooch*
- *Grand Chess Master*
- *Grid Iron 2*
- *Gun Boat*
- *Hideous*
- *Huxley Pig*
- *Jaws*
- *Kentucky Racing*
- *Last Ninja*
- *Lethal*
- *Magic Rufus*
- *Mini Office*
- *Moon Cresta*
- *Munsters*
- *Neil Android*
- *Nomad of Time*
- *Official Father Christmas*
- *Operation Hormuz*
- *Pegasus Bridge*
- *Pirates In Hyperspace*
- *Popeye 1*
- *Popeye 2*
- *Popeye 3 – Wrestle Crazy*
- *Postman Pat*
- *Postman Pat 2*
- *Postman Pat 3*
- *Protium*
- *Psycastria*
- *Punch and Judy*
- *Reckless Rufus*
- *Rogue Trooper*
- *Rugby Boss*
- *Sam Fox Strip Poker*
- *Scare Bear*
- *Secret Diary of Adrian Mole*
- *Shanghai*
- *She-Vampires*
- *Slug*
- *Soccer Boss*
- *Soccer Challenge*

TRUE ROM-ANTICS



Getting your head around ROM routines is the key to really powerful C64 programming. And when it comes to ROMance, Jason Finch is your man...

After last month's gentle introduction to ROM routines, it's time to get our hands dirty with the nitty, not forgetting that gritty, as we delve deeper into the heart of the C64. All the ROM routines that I present will be given in a standard format with some examples afterwards. This month we'll take a look at just two: GETIN and CHROUT.

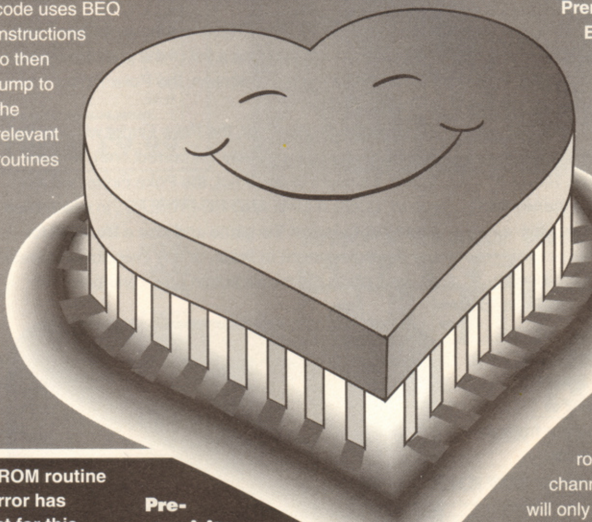
GETIN

Routine name: GETIN
Function: Get a character from a channel
Call address: $FFE4 (65508)

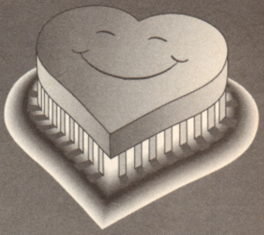
Parameter passing: Accumulator
Prerequisite routines: (CHKIN, OPEN)
Error reports: As READST
Stack requirements: At least seven
Registers used: Accumulator
(X and Y index registers)

Description: This routine gets a character from a channel. The channel can be the keyboard, the cassette or the serial port. If the channel is the keyboard, you should not call the CHKIN and OPEN routines. In that case the routine will remove one character from the keyboard buffer and return its ASCII value in the accumulator. If the buffer is empty, the routine returns a zero. Generally you should keep looping back to the JSR GETIN instruction until the routine returns a non-zero ASCII value. Then you can do what you like with that; maybe send it to another ROM routine for printing on the screen, or keep using CMP and BEQ instructions to jump to different pieces of code depending on which key was pressed.

Example: A small loop waits for a key to be pressed. The value is then compared with the ASCII values for the letters A (65) and E (69). The code uses BEQ instructions to then jump to the relevant routines (KEYA and KEYE) if a match was found. If the value read in does not match either of the two comparisons, no branching will take place and the routine will simply jump back to the JSR GETIN instruction at the top.



```
; WAIT
JSR GETIN
CMP #0
BEQ WAIT
CMP #65
BEQ KEYA
CMP #69
BEQ KEYE
JMP WAIT
```



CHROUT

Routine name: CHROUT
Function: Outputs a character to a channel
Call address: $FFD2 (65490)

Parameter passing: Accumulator
Prerequisite routines: (CHKOUT, OPEN)
Error reports: As READST
Stack requirements: At least eight
Registers used: Accumulator

Description: This routine outputs a character to a channel. Unless you are outputting to the screen, you should call the CHKOUT and OPEN routines first to set up the channel. You should load the accumulator with the ASCII value of the byte to be output and then call the routine. If you have more than one output channel open, this routine sends the byte to all open channels, so be warned. To start with you will only be using this routine to send stuff to the screen, though, so that's not a problem.

Example: To put the letters CF on the screen at the current cursor location, you would load the accumulator with the ASCII value for C (67) and then call the routine, then load it with the value for F (70) and call the routine again.

```
LDA #67
JSR $FFD2
LDA #70
JSR $FFD2
```

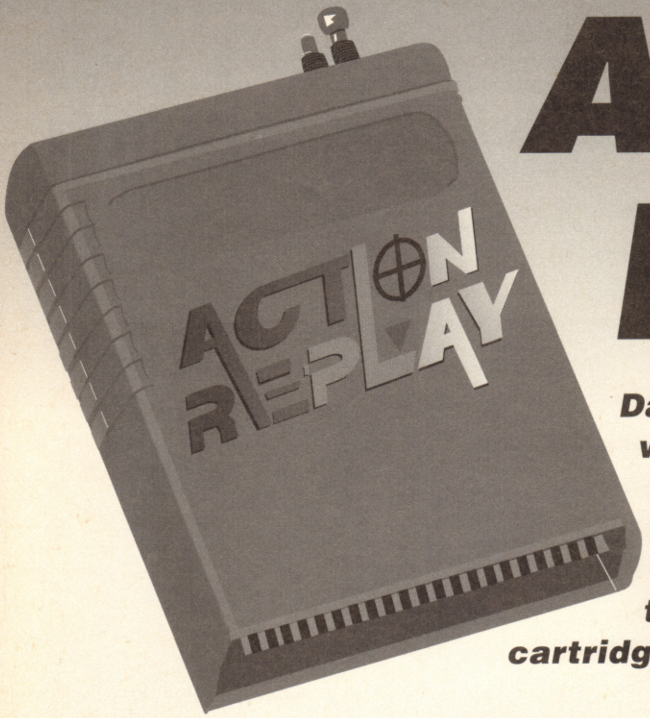
COMING SOON

Right, so get practising with those two routines, and make sure you're ready for next month's serious assault on your C64's ROM. Soon power, glory and untold riches will be yours. Er, well the know-how to get a bit a more power out of your C64, anyway. Not much difference, surely?

JARGON BUSTING

So you understand what all the lingo means, here's a brief run-down of some of the terms I'll be using in this series.

Call address: The address you use in your JSR instruction to call the ROM routine.
Description and Example: I could explain what these are for if you really need me to, but if that's the case perhaps you should be thinking more along the lines of turning the page than reading this.
Error reports: If the carry flag has been set by the Kernal ROM routine then an error has occurred. Test for this with a simple BCS ERROR after the JSR to the routine. The value of the error will be stored in the accumulator. I'll tell you all about these when we get to the READST routine, because that is related to errors too.
Function: A reasonably plain English overview of the routine's purpose.
Parameter passing: Some ROM routines require you to give them certain values before they can do anything. This is a list of the registers that are used to pass parameters to and from the ROM routine.
Prerequisite routines: Some complicated operations need you to call one or more other ROM routines before the one that you want. This is a list of the other routines that you'll need.
Registers used: Most ROM routines change at least one of the three main registers. This is a list of all registers affected by the routine.
Routine name: The standard reference name of the Kernal ROM routine.
Stack requirements: The number of bytes of the C64's stack that will be used by the routine. 'N that's yer lot.



ACTION PACK

Datel's Action Replay cartridge is a wonder of modern technology, with all manner of technical tricks built-in. It also happens to be a rather handy gadget if you fancy cheating your way through a game. If you have the cartridge, Andy Roberts has the info...

THE SPRITE KILLER

This is by far the easiest way to cheat using the Action Replay, but it has a limited use on most recent games. Basically, the C64 has built-in hardware collision detection, which programmers use to detect sprite-to-sprite and sprite-to-background collisions. This is a very inefficient system, and most modern games don't use this hardware detection – in most cases the programmer will write his (or her) own.

Every *Shoot-'Em Up Construction Kit*, however, uses the built-in collision detection, and is the perfect prey for the merciless Sprite Killer (cue eerie music). Load up any *SEUCK* game, such as the PowerPack games *Fire Eagle*, *Chrome Bros*, *Alien Smash*, *Sub Burner*, *Chaos Road*, *Pud & Dawsy*, *Skulz* or *Twin Tigers.* Start playing the game, then prod the freeze button and press 'K' to enter the Sprite Killer.

Now you can press 'A' to disable sprite-to-sprite collision, 'B' to disable sprite-to-background collision, or 'C' to disable both of these (in general, it's best to select 'C'). After a short pause, a number will appear on screen. If it's zero, the game doesn't use the in-built collision and the sprite killer won't work. If, however, it comes up with a value of one or above, then the sprite killer has worked, and you can now restart the game without the added hassle of collision detection (in the case of *SEUCK* games, the sprite killer will always work).

ACTION REPLAY POKES

The Action Replay's versatile, all-singing, all-dancing Poke Finder is by far the best system for cheating, and if you use it regularly you can build up a good collection of POKEs. It's a fairly painless procedure, and has an approximate success rate of 75-85 per cent, so it's often worth a try.

First, load up the game you want to find POKEs for, and start playing. Take a quick look at the lives indicator, hit the freeze button and then press 'X' to enter the Poke Finder. Enter the amount of lives, and the computer will produce a list of the possible POKEs (if this list fills the entire screen, the Poke Finder has probably failed).

Sometimes, however, the Poke Finder will only find one POKE (which is usually the correct one), and will 'install' it straight away. If not, the Poke Finder will ask you to "LOSE A LIFE AND RE-FREEZE", in which case press 'F3' to restart the game and lose a life. Wait for any death sequence to finish, or any invincibility to wear off, then press the freeze button again and press 'X' once more. With any luck, the Poke Finder will show you the correct POKEs and install them into the game, and you should write these down for any future use.

SEND US YOUR POKES!

It's all very well building up a collection of handy Action Replay POKEs, but wouldn't you rather put them to better use? We'd like to start a regular POKE directory, but it needs input. So, if you have any POKEs, bung them into an envelope and send them to: Andy Roberts, Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. We may also award a special prize to the sender of the best POKEs each month, so grab your

If not, it might be worth trying again. For instance, although the lives counter might have shown three lives, the actual number of lives remaining might be four instead (if that particular game allows you to have zero lives – sounds stupid, but it does happen). Simply re-freeze the game and start again. Be careful, however, as the Poke Finder may install incorrect POKEs which corrupt the game – in many cases, it's often necessary to re-load the game after several attempts.

With a bit of practice and patience, you'll soon get the hang of the Poke Finder, as well as it`s many uses. Don't overlook the fact that commodities such as shields, bombs, and time limits can all be POKEd using the Action Replay, so sit down with a stack of games and experiment.

CHEAT MODES

This isn't the most efficient method of searching for cheats, considering that approximately only 40 per cent of games have a cheat mode, and even less actually have a cheat mode which can be found using this method. So what's the point?

Well, if you've had no luck with the POKEFINDER or SPRITE KILLER, anything is worth a try. Cheat modes usually involve typing a word or phrase into the computer, either on the title screen or high-score table. The text which you type in is stored in memory somewhere, and is usually easy to find (even though some programmers tend to encrypt such cheats).

First, load up the game you wish to cheat on, then press the freeze button when the title screen appears. Press 'M' to go into the MONITOR, then type `I*0000-` followed by RETURN. The whole of the C64's memory will now scroll before your very eyes in ASCII form, and you can pause/unpause this by pressing space. Note that, in some cases, it may be necessary to switch the C64 into lower case mode (by pressing SHIFT and the COMMODORE KEY simultaneously) in order to read the text in memory.

If you come across some text which is a little unusual (and doesn't normally appear in the game), note it down. If the search through memory rewards you with little more than blurred vision, however, then the game probably doesn't have a type-in cheat mode.

But let's say you have found some interesting text – press RUN/STOP to halt the search, type 'X' (followed by RETURN) to exit the monitor, then press 'F3' to restart the game. Now try typing the text you found, on both the title screen and high-score table. Hopefully, the cheat will work. If it doesn't, tough. Such is the life of the professional cheater.

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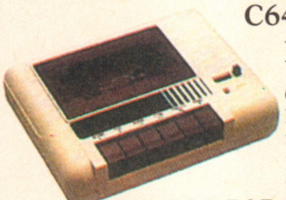

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BARGAIN HUNTER

Hunting season's open. Bargain hunting season, that is. If you want to expand your C64 set-up with the minimum financial outlay, then top car-boot salesman, Andy Fisher, is here with the ultimate guide to buying your kit second-hand...

Every cloud has a silver lining, so they say, and it's certainly true of the C64 scene at the moment. Sure, certain other computers (and consoles) are enticing easily-lead away from the C64 but this has opened up a brilliant new opportunity for the loyal – loads of cheap goodies just waiting to be snapped up. Y'see, these people who are upgrading want to make more cupboard space, so they're selling off their old C64 stuff. And you can reap the benefits.

So, if you're ready for a bit of bargain hunting, the first thing you need to know is where to look.

SECOND-HAND SOURCES

If you've got your eyes open (and it's a good idea because it stops you bumping into things) you'll probably have noticed *CF*'s monthly Buy-A-Rama page jam-packed every month with free reader ads – this really is the African veldt of C64 hunting.

Other sources include the ICPUG and geoClub newsletters (more about them later), your local paper and even specialist magazines like *Micro Computer Mart*. What you will see is something like this:

```
Commodore 64 computer, tape deck,
joysticks, 100 games, books, magazines.
£100 ono. Telephone 081 000 0000.
```

Is this a bargain? Sure is. You won't find many offers that good. (By the way, ono means 'or near offer', not 'oh no I must be fool to sell it at this price'.) So what should you be paying for second-hand stuff? Prices do vary amazingly, and there can be a number of reasons for this (don't worry – all will be revealed) but here's a rough guide to what you can expect to pay (or, indeed, charge if you're trying to raise some dosh yourself):

The best source of C64 bargains you'll ever find.

BUY-A-RAMA

CLASSIFIEDS 15

FOR SALE

WANTED

PEN PALS

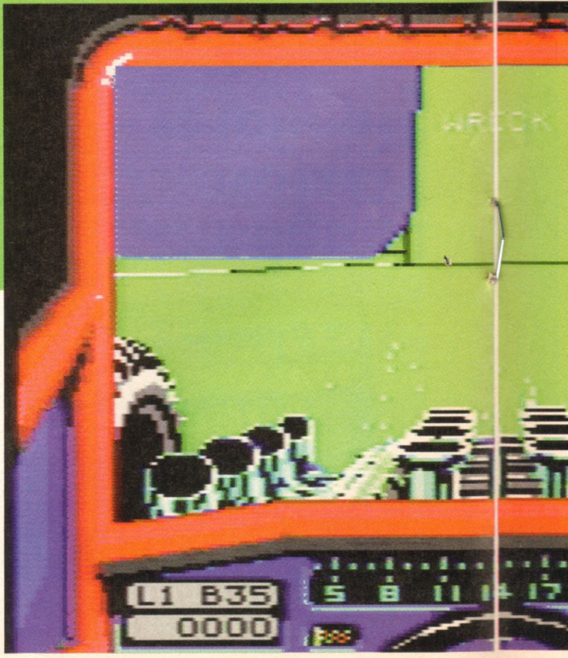
COMMODORE FORMAT 54 March 1995

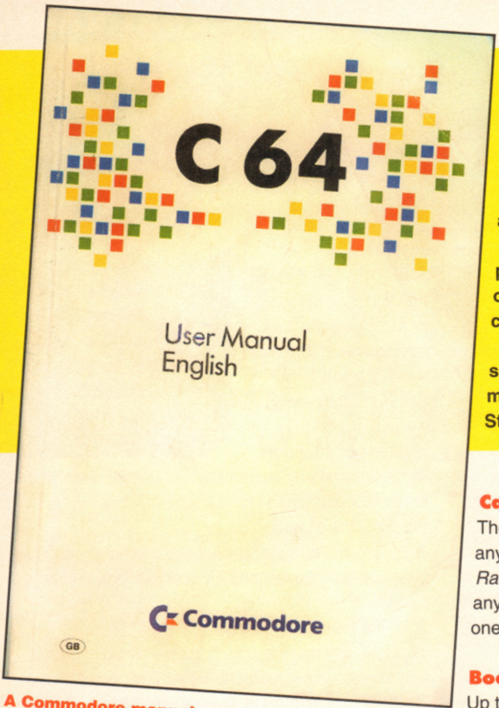
COMMODORE FORMAT FREE READER ADS

BE SENSIBLE

Tape games 50p-£10

Actually, for the vast majority of tape games, pay no more than about £1.50, and then only if it comes in its proper packing, in





A Commodore manual – one of the most sought-after second-hand items in the C64 scene.

MAIL ORDER MAKES SAVINGS SENSE

Another source of bargain C64 goods are mail order companies, many of which advertise every issue in *CF*. Wizard, for example, offer three carts for £10, or 10 tape games for £6 (there is a catch, though – only certain games are available through this offer). And places like Trading Post and DTBS always have tons of cheap hardware available. So have a flick through the ads in this issue and you might be surprised at just how much stuff there is still available out there.

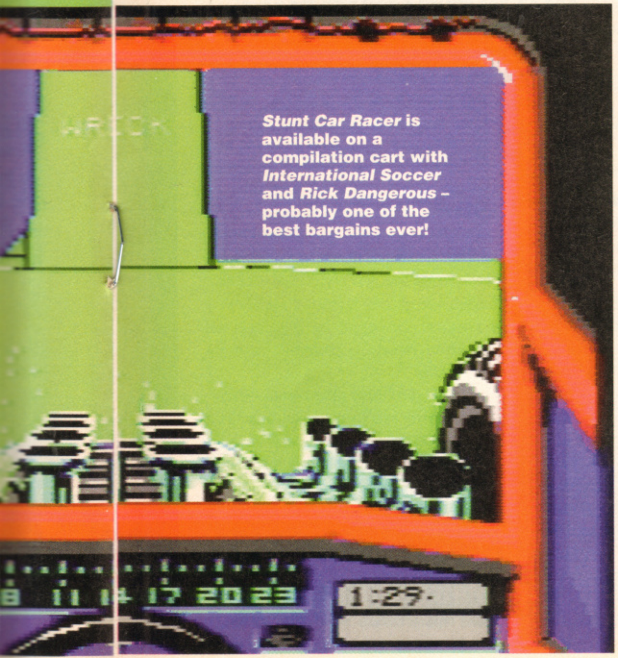
The thing about ordering stuff from mail order companies is that you have more legal protection. For example, companies are obliged to send your goods within 28 days or seven days of an agreed delivery date. It is also likely that you will be able to pay by credit card, and many credit cards automatically insure any transaction, which can't be bad.

If you do have any problems with a mail order company, and they are not being helpful in sorting it out (most will, because the majority of problems arise because of genuine accidents and mistakes rather than incompetence or malicious intent) then you can turn to your local Trading Standards Office – you'll find their number in the Yellow Pages.

good condition. After all, in Toys'R'Us and some specialist shops you can still pick up 8-bit tape games new for about £2-£3. But there are some games that never seemed to come out of budget (*Lemmings*, *Mayhem*, *Nick Faldo*) and are consequently a lot rarer and will cost you more, even second-hand. The age of a game usually doesn't affect the price though (this isn't *The Antiques Roadshow*).

Disk games £2.50-£20

Pretty much the same rules apply as with the tape games. In general, though, games that have been out on budget should not set you back more than £4 second-hand.



***Stunt Car Racer* is available on a compilation cart with *International Soccer* and *Rick Dangerous* – probably one of the best bargains ever!**

Cartridge games £5-£15

The same rules apply again, but if you see anyone anywhere offering the *Rick Dangerous/Stunt Car Racer/International Soccer* compilation cart for anything under £15 – GET IT! Three great games on one cart – the bargain of bargains, we reckon.

Books and mags £3-£20

Up to £3 per magazine (particularly if they come with a tape or disk; don't just assume a mag will come with its covermount – CHECK) and up to £20 for books (but make sure they're in good condition). C64 manuals on their own are one of the most sought-after, but, unfortunately, hard to get hold of items, so there are some ridiculous prices asked for them. It depends on how badly you need one.

Disk drives £30-£90

Prices varies with how much use it has seen).

Other software

Most other types of software are going to sell for between £5 and £50 second-hand.

HANDY HINTS FOR HARDWARE HUNTERS

1 Is the item working properly? Avoid excessively cheap items unless there is a very convincing reason why given in the ad. Otherwise it probably means it's broken.

2 Check that hardware will work with your existing set-up.

3 Ask the seller to register the parcel and pack it sensibly so that the contents do not move while in transit (besides which, fighting your way through the foam is part of the fun of receiving a parcel).

4 Remember the SIC rule:

S is for software – is there any software needed to go with the hardware? Will you need to buy that as well or is it included in the price?

I is for Instructions – without them, you could have a lot of problems.

C is for cables – make sure you get all the cables and bits and pieces needed to attach the hardware.

Other hardware

Second-hand hardware is a slightly more risky proposition which deserves a section on its own (which is what it gets – see the Hardware Hunters box-out) but as rough guide would be that hardware should sell for about half its original price. So an Action Replay cart should be about £15-£20, while a Commodore MPS 801 printer shouldn't set you back more than £50.

C64s and C128s

As for the computers themselves, expect to pay between £25 and £75 for a Commodore 64, and anything up to £200 for a C128 (particularly the C128D desktop model with built-in disk drive). If you see an ad selling the machines for less, check that it is in FULLY WORKING ORDER. A cheap machine often needs repairs which can put the total amount you pay back to the price of a new machine.

ANSWERING AN ADVERT

So, you've seen an advert you want to reply to (and I don't mean the one about the masseur). The next step is to send off your money, yes? No! There are more potential problems bagging second-hand bargains than buying something from a shop; you can't just keep a receipt and take the goods back if they don't work. So here are a few tips:

1 Keep the advert. Cut it out and keep it with the rest of the paperwork for the purchase.

2 Make a list of questions to ask the person selling the items before contacting them. For example, are all the cables and instruction books included with the hardware? Is the software on tape or disk?

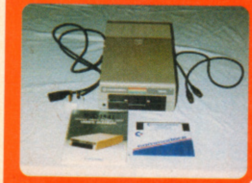
3 Make contact! Telephoning can be easier – and, yes, you're eager not to miss out on a bargain, but writing a letter can help you learn more. And if you keep copies of all correspondence, you have more proof to back up your case if anything does go wrong.

If you see an advert for a large pile of games, and you want to buy just one or two, get in touch with the seller. Write, asking for a list of the titles, and enclose an SAE.

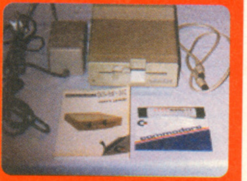
4 Make a list of the items, with the prices, or the prices you are offering, and a grand total.

5 Check if you need to add any money for postage and packaging. You may want the seller to send the stuff registered (if they haven't offered to already).

HOW TO RECOGNISE A DISK DRIVE FROM A DISTANCE



The Lesser-Spotted 1541 Mark 1. Notice the distinctive beige colouring on this rare item. The heavy built-in powerpack and the collection of things that are associated with it (a manual, test disk and two cables – the power cable with fitted plug and the serial cable).



The Greater 1541 mark 2. A smaller, more compact light grey box, with attractive external powerpack (which should come with a plug at one end) and also usually found with its manual, a test disk and matching grey box.

6 Send payment. Most people will prefer cheques or postal orders – do not send cash unless there is no other alternative. Sending cash in the post is always a risky business.

USEFUL ADDRESSES

As mentioned earlier, two of the many clubs that cater for the C64 are ICPUG (The Independent Commodore Products User Group) and geoClub, both of who regularly publish advertisements for second-hand items. In fact, both clubs offer free advertisements to members.

ICPUG has been running for over 15 years, and has members with every machine from a Commodore PET to Macintoshes (as opposed to anoraks, I suppose). All the work is done by volunteers, including the production of an excellent bimonthly newsletter and huge PD and shareware library (free to members – just send them a blank disk and a list of what you want – a catalogue is a good start). They can be contacted at: Tim Arnot, ICPUG Membership Secretary, 17 Colne Drive, Didcot, Oxon, OX11 7JZ.

geoClub is aimed at C64 and C128 users who use the GEOS suite of programs. With another huge software library, a monthly newsletter produced using GEOS and help and advice from around the world, geoClub can be contacted at: geoClub, 55 High Bank Road, Droyslden, Manchester, M35 6FS.

LEGAL EAGLE

Buying second-hand is a private transaction and therefore it is difficult for the law to govern every possible occurrence. Your first point of contact in the case of any problems should always be the person selling to you (that's why you should keep the advert). If software or hardware does not work, or there is something missing, get in touch. Any reasonable person will help you out.

If items are damaged in the post, contact your local post office and ask them about making a claim. Registering a parcel can make sure that you or the seller are refunded.

If you buy second-hand software, you are taking a risk that it is not in working condition, or that it is, in fact, a pirate copy. You should first of all check the packaging for the following:

1 Is it in the proper packaging? If it is without packaging or has no instructions, contact the person who sold it to you.

2 Is the tape/disk labelled properly? If you have a plain disk or tape without company logos you have probably got a pirate copy.

3 Is the software working properly? This can take some time, but the basic steps are as follows:

Disk dilemmas

Use the command `LOAD":*",8,1` and press RETURN. With the majority of games, you will get a short program loaded in first, and then the flashing loader or a menu will appear.

If this does not work, switch off the machine, switch it back on and use the following command: `LOAD"$",8`. When READY appears, type LIST. You should see at least one filename appear in the directory. If nothing appears or the disk fails to load the directory (you get the red error light on the drive flashing) there is a problem with the disk. The same applies if the game stops loading and the error light flashes (note that some games use a fast loader which makes the green 'busy' light flash on and off quickly – there us nothing wrong. Some disks even have errors put on them to stop illegal copying, so don't worry if you hear you drive heads knocking, it might be a protection system).

Tape traumas

Check that the write protect notches (on the top of the cassette) have been knocked out and that there is no sign that someone has stuck tape over the gaps. This could mean that it is a pirate copy, or that someone has tampered with the tape.

Try loading the game straight away, without altering anything. If the game loads, all well and good. If not, there are several steps you can take to check whether it is the game or the machine at fault:

1 Switch off, and disconnect everything except the tape, joystick, power and TV lead. Switch on and try again.

2 Use a tape head cleaner (either a cleaning cassette, or cleaning fluid designed for audio tape players – check your local hi-fi and record shops).

3 Check the alignment of your tape heads. Contact Trading Post and ask for their Tape Alignment Kit (contrary to what some people think, tape alignment kits cannot harm your datassette).

If all these efforts fail to work then the tape is probably faulty. Time to get on the phone…

GO HUNTING

So if you want to swim in the big pool of second-hand items, make sure you follow the safety code I've outlined, wrap up warmly and avoid the sharks.

10 THINGS THAT RARELY GET SOLD SECOND-HAND

- Toilet rolls
- Sticking plasters
- Christmas crackers
- Hale and Pace joke books (because no-one ever buys them in the first place)
- Grandmothers
- Jigsaws with none of the pieces missing
- Aeroplane sick bags
- The Ark of the Covenant
- Original Da Vinci artwork
- A C64GS

ALL THE FUN OF THE FAIR FOR FREE!

If you're looking for bargains, check out an All-Formats Computer Fair – they're bursting with cut-price goodies – both second-hand and new.

The Fairs take place all over the UK and they're jampacked with every sort of computer hardware and software for everything from 8-bit machines to the latest CD-ROM technology.

And *CF* has struck a deal with the Fairs' organiser, Bruce Everiss, so that you can get into one for free. Just cut out the accompanying coupon (photocopies are not allowed) and hand it in at the door at the Fair of your choice. Dates for upcoming Fairs until the end of May are on the ticket. Have fun. We know you will.

ALL FORMAT COMPUTER FAIR – FREE ENTRY FORM WORTH £4

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11 North East	Northumbria Centre, Washington, Dist 12
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25 Essex	Courage Hall, Brentwood, J28, M25
26 London	Tolworth Recreation Centre, A3, Surbiton
APRIL	
1 North East	Northumbria Centre, Washington, Dist 12
2 Scotland	Woodside Hall, St George's X, Glasgow
8 North West	Haydock Park Racecourse, J23, M6
15 Worksop	Bassetlaw Centre, Eastgate
16 Midlands	National Motorcycle Museum, J6, M42
23 London	Tolworth Recreation Centre, A3, Surbiton
MAY	
6 North East	Northumbria Centre, Washington, Dist 12
7 Scotland	Woodside Hall, St George's X, Glasgow
14 Midlands	NAC (Royal Showground), Stoneleigh
21 London	Tolworth Recreation Centre, A3, Surbiton
27 Worksop	Bassetlaw Centre, Eastgate
28 Midlands	National Motorcycle Museum, J6, M42

ALL FORMATS COMPUTER FAIRS LIMITED

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BUY-A-RAMA

FOR SALE

- Quick data drive for use with Commodore 64, boxed with manual, four times faster than Commodore disk drives, unwanted gift – £35. **Tel: 01753 824220.**
- Commodore C64 games for sale from 25p, all originals or swap. Contact Geoff on **01604 33685** (before 6pm weekdays, any time Saturdays, not Sundays).
- C64 keyboard, games £70.**Tel: 01795 431441**.
- Commodore 64 with 1530 datasette unit and about 20 games. Plus some *Commodore Format* magazines with Power Packs: 4, 7, 19, 29-35 and 37-40 £40. **Tel: 01749 831440.**
- Atari Lynx with AC adaptor and six games £45. **Tel: 01749 831440.**
- *Renegade 3, Street Fighter 2, HeroQuest, AMC, Dragons Ninja, Sly Spy* and billions of other games! Complete Commodore 64 system, recorder, Lightgun and games, etc £100 or less! And Shoot-'Em-Up Construction Kit (all tapes). **Tel: 01869 347339**.
- CDs from 50p, records from 35p, tapes from 75p, games from 50p. For catalogue of programs send SAE and blank disk/tape to: **M Raynes, 267 Pelham Road, Immingham, 5th Humbs, DN40 1JY.**
- Issues 11 to 14 of *Commodore Force* plus cover tapes, plus five games, all for £8. Contact **Dreshel Villa, Hamborough Lane, Totland Bay, IOW, P039 OJX.**
- C64, C128 software and hardware, disk and tape for sale. For lists send SAE to: **Mike, 5 Woodside Cottages, Highwood, Chelmsford, Essex, CM1 3RD.**
- Quick data drive, storage facility (unused), also saves to and from tape and disk. Excellent programmer's tool £35. **Tel: 0181 571 0183.**
- C64, 1541 disk drive MK1, various disks, joy stick, mouse and art disk £65 ono. **Tel: 01235 550582** (after 5pm).
- C64 with disk drive, printer, mouse, Light Gun, joysticks, datassette, 120+ games, spare computer, A replay cart, very good condition 130. **Tel: 01264 362802.**
- C64 cassette software from 50p, also disks, cartridges, etc, all boxed originals. Send SAE for full list to: **Eddie (C64), 151 Balsusney Road, Kirkcaldy, KY2 5LH.**
- C64 games for light gun, six unused games on disk only £5 ono. Write to: **Graham Todd, 18 Reedloch Drive, Troon, Ayrshire, KA10 6UU.**
- OCP Art Studio, disk version, no mouse, bargain at £10. Contact Mark on **01733 327046 (evenings)**.
- Commodore clear-out, C128, C64, disk drives, printers, games on disk and tape, copying device, monitor RGB/PAL. For more information call **01202 745316 (Dorset)**.
- Commodore System complete, C64, tape, disk drive, printer, tapes,disks, manuals, all very good condition £200. Might split. **Tel: 01202 745316 (Dorset)**.
- C64, tape players, 40 tapes, 200 disks, disk drive, printer, joysticks, mice, Lightpens and more. Perfect for beginners, £200. Phone for details. **Tel: 01223 832805.**
- Cheap C64, datassettes, power supplies, joysticks, games, etc. Any combinations possible. All offers considered, everything in excellent condition. Contact Richard on **01483 62362.**
- C64, disk drive, data recorder, joystick, Lightgun and mouse with *Advanced Art Studio*, 18 games and manuals £110 ono. **Tel: 01706 842146.**
- C64, tape deck, micro drive, Lightgun and games, four carts, over 60 tapes, all leads. A bargain at £150 ono. **Tel: 01457 870244.**
- C64 disks, cartridges and cassettes, hardware and music CDs and tapes, records very cheap. Send SAE to: **Mark Raynes, 267 Pelham Road, Immingham, 5th Humbs, DN40 1JU.**
- Commodore 64 with 1541 mark 2 disk drive, joystick, disk storage unit, mouse, mouse mat and holder plus a range of brilliant disks, all under guarantee, pad only £150 ono. Boxed Game Boy plus holder and eight top titles – open to offers. **Tel: 01435 865046.**
- C64 games on tape, *F15, Acrojet, Flintstones, Yogi's Great Escape* £1.50 each. Also *Chiller* 50p and Biff £1. **Tel: 01452 713593 (6-7pm)**.
- C64 games from 50p, over 200, including *SEUCK, Gunship, Racing Destruction* set. Send SAE to: **Stuart Christie, 2C Oak Crescent, Mayfield, Dalkeith, Midlothian, Scotland, EH22 5JU.**
- Brand new Commodore 64 Quick data drive, unused, still boxed with instructions, excellent programmers tool £30. **Tel: 0181 571 6183.**
- GEOS: complete package – mouse, all software, disk drive, 50 blank disks, various games and utilities, £120 or will split. Contact Paul on **01793 782045**.
- C64 quick data drive, not used, four times faster than disk drive. Please contact John on **01753 824220.**
- *Commodore Format* magazines and tapes 1-53, £25 ono. Action Replay cart MKV1 £10 ono. Mouse and software (Dataluxe) £5 ono. **Tel: 01902 304756.**
- *Operation Wolf, Rambo 3, 3D Pool, Guardian Angel, Prowler, Combat School, Operation Thunderbolt* for £10. Write to: **Paul, 24 Glenariff Crescent, Ballymena, Co. Antrim, NI, BT43 6EU.**
- 11 great games for the C64, such as *Amazing Spiderman* and *After Burner* for the bargain price of £18. So write to: **Ian Smillie, 8 Syon Lane, Isleworth, Middlesex, TW7.**
- SX-64 with blank disks, good condition £150 ono for quick sale. Contact Tom on **01237 476663.**
- C64 for sale, very good condition with Lightgun and over 45 games. Two joysticks, or a C128D with over 40 games, utilities, two joysticks £85. **Tel: 01475 723181.**

WANTED

- Wanted – *Des Frak!, StarGlider, Bounder, Last Ninja, Hacker, Hunchback, Hyperball, ICUPS, Nodes of Yesod, Tir-Na-Nog*, all games must have instructions, boxed and be original. Write to: **R Gibbons, 20 Hanover Square, Stanraer, Wigtownshire, DG7 7AF.**
- People to exchange tips and maps for *Bloodwych*. I have mapped up to Level six –anyone need help? Just write to: **Diarmuid Quirke, 52 Meadow Park Lawn, Ballyvolane, Cork, Ireland.**
- Easy Script cartridge for C64. Contact Thanet on **01843 585244**.
- Wanted – *Input* magazines computer series by Marshall Cavendish or information on where they can be obtained. Contact Paul on **01532 605716.**
- Astronomy program for C64 on disk or tape. Will pay any reasonable price. Please write to: **Michelle Davis, 7 Benvedere Court, New Street, Three Bridges, Crawley, West Sussex, RH10 1LD.**
- C16+4 cartridges, Pause Plus and Turbo Plus wanted. Send price to: **Mike, 5 Woodside Cottages, Hitchwood, Chelmsford, Essex, CM1 3RD or tel: 01245 248265.**
- C64 or 128D with colour printer, disk drive and colour monitor. **Tel: 01303 248752.**
- Action Replay cart mark V or VI, will offer only under £25, must be in working condition. **Tel: 01379 687 351 (between 5pm and 9pm).**
- *Mini Office 2* for C64 wanted on disk. Contact Caroline on **01992 763711**.
- Wanted – *Starion, Manic Minor, Pitfall, Glider Rider* on tape. 1541 or 1541 MK2 disk drive. Write to: **Philip Riding, 160 Capel Road, Forest Gate, London, E7 OJT.**
- Software wanted for the Commodore C-16 and Plus/4 computers, anything considered, even books. Contact Peter on **01444 440647.**
- C64 disk drive and Action Replay cartridge, must be in good condition. Write to: **George Beckwith, 20 Mayview Road, Anstruther, Fife, Scotland, KY10 3HT.**
- Wanted for C64, IEEE Interface Interod or similar, also Vicrel Replay unit. Contact Brian on **01933 311819 (after 1pm)**.
- Wanted by private collector, modem to work on Plus/4, contacts to swap disk programs on C16/Plus/4. Contact Peter on **01444 440467 (West Sussex).**

PEN PALS

- 14-year old boy is looking for a beautiful girl, 14-15 years old. Doesn't have to be interested in computers. All replied, photo if possible. Write to: **Haydn Picton, 27 Park Street, Pembroke Dock, Dyfed, Wales, SA72 6JG.**
- Girls only, aged 14-15, send photo to: **Trev, 31 Croft Way, Rushden, Northants, NN10.**
- Pen pals to swap PD-stuff! Games, demos, utilities, etc. 100 per cent reply (disk and tape). Write to: **Gerrit De Nys, Petteveltlaan 7, 1974, Sr Ymuiden, The Netherlands.**
- Pen pal wanted, 13-years old with loads of C64 cartridges to borrow. Write to: **120 Leafield Drive, Plymouth, Devon, PLB 5EZ.**
- Pen pal wanted aged 9-10. I like puzzle games and cheats, I hate Take That. Please write to: **Tony Mason, 12 Belstone Close, Bramhall, Stockport, Cheshire, SK7 3QA.**
- 24-year old male requires female pen pal. Photo appreciated, must be into computers, preferably C64, to exchange ideas, etc. Write to: **Richard Hallam, 106 Manitoba Road, St Matthews, Leicester, LE1 2PU.**
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GETTING TO KNOW YOU

Times change, and so do magazines. And so do you. And that's why we want to find out exactly what you're like and what you'd like to see in CF. Oh yeah, and you could win bundles of games as well...

Things change rapidly in the C64 scene and so every now and then we need to check up on what you lot want from *CF*. This is, indeed, one of those nows, and, as it were, thens. We need to know all about you so that we can make sure that *CF* is providing you with what you want. Obviously the magazine is lot smaller than it used to be, so it's more important than ever that every page counts. That's why it's vital you take part in this survey.

As if that weren't enticement enough, we're encouraging you even further with the promise of prizes! Yes, three survey replies plucked randomly from some vast receptacle by the Ed, will win their senders 10 games each from our vast collection.

So, what are you waiting for? Play your part in the CF revolution. Send your answers to: You Know Me, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

PART 1: WHO ARE YOU?

1 How old are you? ______

2 Are you male (M) or female (F)? ______

3 In which part of the country (or world) do you live?
South East ☐
Midlands ☐
Wales ☐
North West ☐
Northern Ireland ☐
South West ☐
East Anglia ☐
North East ☐
Scotland ☐

Other (please specify) ______

4 What do you do with your days?
At school ☐
At college/University ☐
At work ☐
Unemployed ☐
Retired ☐
Full time mother (or father) ☐
At as Majesty's pleasure ☐

PART 2: MACHINE SPECIFICS

5 What flavour of Commodore have you got?
C64 ☐ C128 ☐ C128D ☐

6 How long have you had it? ______

7 Do you use it for anything other than playing games? If yes, please. specify ______
______
______
______

8 How many hours roughly do you spend using your C64 per week on average? ______

9 What other computers or consoles do you own?
______
______

PART 3: SOFTWARE

10 How many games do you own?
Under 10 ☐
10-30 ☐
30-50 ☐
50-100 ☐
Over 100 ☐

11 Do you own software mainly on:
Tape ☐
Disk ☐
Cartridge ☐

12 Other than games what software do you use regularly? Please specify particular titles ______
______
______

14 Where do you get your software from? ______
______
______

PART 4: HARD FACTS

16 How much money do think you will spend on your C64 (hardware and software) in the next six months (estimate to the nearest £10)? ______

14 What other hardware do you own?
Disk drive ☐
Datassette ☐
Scanner ☐
Action Replay Cart ☐
Printer ☐
Modem ☐
Hard drive ☐
Other (please specify) ______

15 Are you planning to buy any of the above in the near future? If yes, please specify ______
______

PART 5: THE MAGAZINE

17 How interested are you in the various sections of the mag? Please give a mark from 0-10.
Covertape ☐☐
Letters ☐☐
Gamebusters ☐☐
Covertape ☐☐
Competitions ☐☐
Techy Tips ☐☐
GEOS tutorial ☐☐
PD Format ☐☐
Game reviews ☐☐
Serious features (ie, sound) ☐☐
Game features (ie round-ups) ☐☐
Buy-A-Rama ☐☐

18 What would you like to see on the covertapes? ______
______
______

19 What would you like to see features on? ______
______
______

20 Do you ever order software/hardware from the adverts you see in CF (Y or N)? ______

And finally, your name and address, please (otherwise we can't send you a prize if you win)
______
______
______

TELL US A STORY

What do get up to with your C64? Do you use it to run a business? Or to choose National Lottery numbers? Or to trace the family tree of your pet goldfish? Or something just downright odd? Then we want to hear from you.

Y'see, we're going to running a series of featuring you lot. Yes, YOU are the stars (and we're turing into Jeremy Beadle), and we want to hear your stories and see your photos.

Maybe you are the one person in the universe with a C65? Or a 64GS? Then we want to see proof. Or perhaps you've met a C64 soulmate through the Buy-A-Rama pages? That must be worth telling the world about.

Have your 15 minutes of fame. Send your stuff to: Stories, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Enclose an SAE if you want photos returned, please.

GAMES ARENA

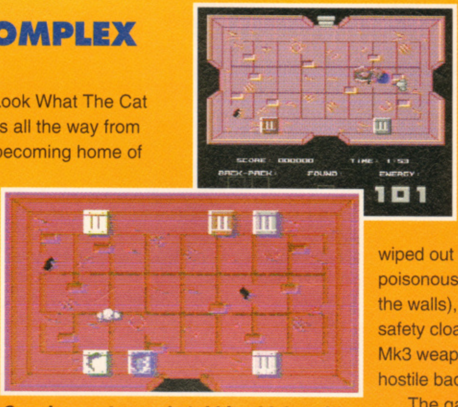
New games have been pouring in this month like cats and dogs. Andy Roberts opens his review umbrella and faces the deluge with a smile...

THE ZINJ COMPLEX

(L.W.T.C.D.I.)

This first production from 'Look What The Cat Dragged In' software comes all the way from clement Denmark, rapidly becoming home of some of the strangest-sounding software companies in the world.

If you're a fan of Michael 'Jurassic' Crichton, you might well have read his equally stunning novel called *Congo*, which focuses on an expedition to the Lost City of Zinj. Alas, the eponymous Zinj complex in this particular game is based underneath the Arizona desert, and bears no resemblance to the legendary African city of the same name.



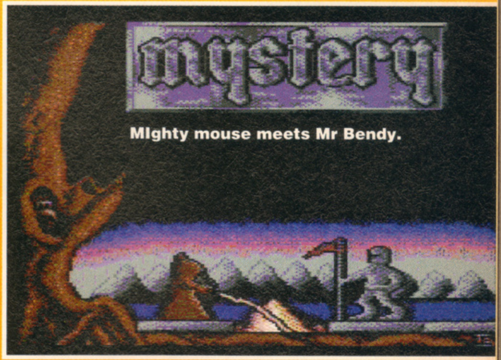
Opening crates and stabbing blobs with a short stick is what *Zinj* is all about.

After a team of exploratory scientists are wiped out exploring the city (by poisonous gas which came through the walls), you're sent in with your safety cloak and Super-Stun-O-Matick Mk3 weapon to rid the complex of hostile baddies and squidgy blobs.

The game itself is a very simple flick-screen arcade adventure, based in a number of startlingly similar (and equally garish) rooms. Along the way you'll need to open crates, some of which are booby trapped (and most of the others empty). You'll also have to locate the key-card to open any titanium doors and a lift pass to gain access the other floors.

The Zinj Complex is far from stunning. In fact, it's a little on the boring side. The non-descript enemy sprites move slowly and awkwardly, the action is sparse and the whole experience is about as interesting as a hiking holiday in Albania with a group of insurance salesmen. There might just be an element of excitement in there (somewhere), and if you enjoy mapping out featureless terrain then you'll probably love it.

POWER RATING: **60%**
PRICE: **£5**
FORMAT: **DISK ONLY**
CONTACT: LWTCDI Software, Att: Lene Schmidt, Vesterbrogade 13, 6000 Kolding, Denmark.



MIghty mouse meets Mr Bendy.

MYSTERY

(BAD BYTES)

Another debut product from a foreign software company, which has recruited some of the best

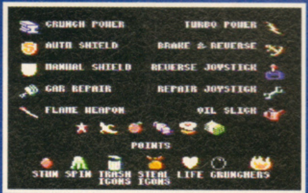
CHICKEN

(ELECTRIC BOYS)

A few months ago, Russ Michaels (EBES head honcho) revealed that there was a mammoth EEC Software Mountain in Europe, with over eight-years' worth of undiscovered C64 games just waiting to be released over here in Blighty.

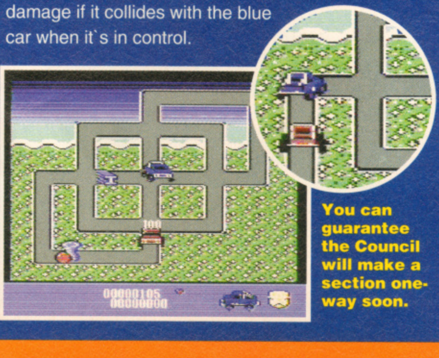
One of the first games to arrive is a rather strange little two-player game called *Chicken*, which, despite what the title screen would have you believe, has nothing to do with small, domesticated, feathery farm animals which are bred for their eggs and succulent white flesh.

The game is based on a number of different levels, each of which is a static screen (that's static as in still, not electrically charged). Each player controls a car of some description, which they have to steer around a *Pac-Man* style maze, collecting any icons that take their fancy.



Cor, look at the pick-ups on that.

So where does the chicken come into this? Basically, the cars are constantly moving forward, and the players can only decide which way to steer the car when it comes to a junction. At regular intervals, the status panel at the bottom of the screen will alternate between red and blue, effectively switching 'power' between the red and blue cars. If the red car is currently indicated and it collides with the blue car, the blue car will be damaged. Likewise, the red car will sustain damage if it collides with the blue car when it`s in control.



You can guarantee the Council will make a section one-way soon.

Each car can only take a certain amount of damage before it is destroyed, so you need to be very cautious before ramming your opponent (hence the title 'chicken' – do you dare take the risk that you'll come off worse?). Various pick-ups can be collected along the way, ranging from simple bonuses to essential power-ups and helpful hardware (see the screenshot we've lovingly reproduced here). Later levels also introduce rogue elements, which can cause all manner of problems.

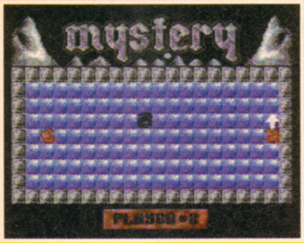
Chicken is an extraordinary game, and is probably one of the best two-player games I've encountered in a long while. It lacks the clinical genius of *Mystery*, but makes up for this with some hilarious gameplay.

If you want a game to play again and again, give *Chicken* a try... or don't you have the guts?

POWER RATING: **85%**
PRICE: **TBA**
FORMAT: **DISK ONLY**
CONTACT: Electric Boys Entertainment Software (EBES), 917B Brighton Road, Purley, Surrey, CR8 2BP.

programmers, artists, and musicians from Germany, Poland, Austria and Sweden. Or at least that's what they tell us (and they would, wouldn't they?).

Once in a while, a game will emerge with a mind-blowingly simple concept, which turns out to be fiendishly playable and hopelessly addictive. *Mystery* fits right into this category. The game is very simple indeed, and is played on an 18x7 grid of squares. You, the Knight, start on one side of the grid and your opponent, the Wizard, starts on the opposite side. Each player is allowed to move to any adjacent square per turn, and then 'erase' any square from the grid. Then the other player performs much the same action. The aim of the game is to 'surround' the other player with blank squares, in order to prevent your opponent from moving. Is that a simple enough concept for you? (*Er, no, could you run that by me again? – Ed.*)



The arena is ready, the knights are in place so let battle commence.

Mystery is a classic among puzzle games; it takes a minute to learn the rules, but each game is a new and different challenge. The only drawback to this potentially perfect piece of software is the lack of a computer controlled player – to derive any sort of lasting entertainment you'll need to enlist the help of a joystick-wielding companion.

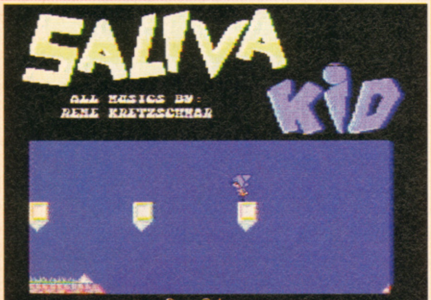
The graphics are pleasant enough, the music mellow and relaxing, but be prepared for some compelling, infuriating and rather long sessions in front of your C64.

POWER RATING: 90%
PRICE: TBA
FORMAT: DISK ONLY
CONTACT: Bad Bytes Software, c/o Timo Buschmann, Pierenkemper Str. 13, 45891 Gelskirchen, Germany.

SALIVA KID

(ELECTRIC BOYS)

In some corners of the C64 programming community, there seems to be a general bad feeling towards the Apex game *Mayhem in Monsterland*, probably the biggest game on the C64. Many people claim it was overhyped, the graphics routines were used in demos years ago, and the only reason for its success was the lack of any decent platform games on the C64. Which, I suppose, is true enough.

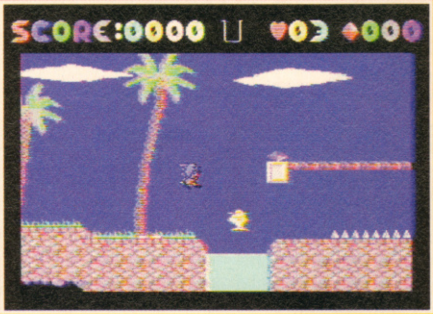


Doesn't look at all like *Sonic*, really, does it?

However, if there's one thing which *Mayhem* hasn't managed to attract, it would be a game of equal standards. Take *Saliva Kid*, for example. From the instant the title screen appears, you know you're in for a real treat (read the words 'a real treat' with as much sarcasm as you can muster). The main sprite, probably known as Gob to his friends, bears a more-than-striking resemblance to a certain spiky blue hedgehog who's rather fast on his feet. This little chap makes his way through various levels, dodging flying fish, birds and falling coconuts all the while collecting diamonds. Deja-vu or just plain plagiarism?

Saliva Kid features a hi-res overlay character and a full-colour scroller, just like *Mayhem*. But that's where the similarity ends. *SK* is hideously and frustratingly unplayable, almost to the point of exhaustion. The main sprite feebly skates along the badly-designed levels, which contain all manner of familiar booby traps. Even though Saliva (and what a stupid name that is) can fire bullets, the delay between shots renders this feature virtually useless. There are no restart points (you're sent right back to the start of each level), the obstacles are unfair, and the incentive to play for more than five minutes is small.

Did anyone bother playtesting this rubbish?



Sure, the score is zero. You think I wanted to waste time playing this game just to get screenshots?

Take a game like *Mayhem*, remove the programming talent, strip off the beautiful graphics and funky music, then fiercely burn the addictive playability, and you'll end up with *Saliva Kid*. If you're after *Sonic* on the C64, this is the closest you'd ever get. If you're after a playable platform game for the C64, this is the furthest you'd ever get.

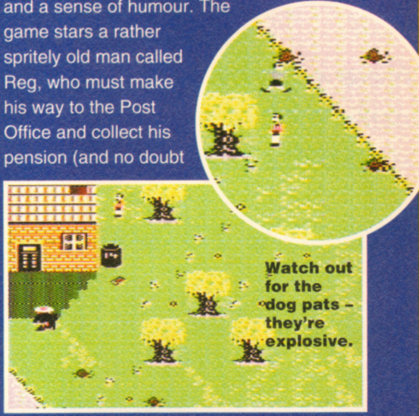
POWER RATING: 45%
PRICE: TBA
FORMAT: DISK ONLY
CONTACT: Electric Boys Entertainment Software, 917B Brighton Road, Purley, Surrey, CR8 2BP.

U-R-REG

(S REECE)

The existence of the Yeti is questionable, the idea that the Sphinx was built by Martians is debatable, but there is one thing in life you can be certain of – if you write a game with *SEUCK*, people will ALWAYS know, no matter how much presentation you pile onto it. The only way to give your game credibility is to be imaginative, and create games which don't feel or play like every other *SEUCK* creation in the universe.

This latest *SEUCK* romp caught my attention because, above all, it was funny, and proved that there are some people out there with imagination and a sense of humour. The game stars a rather spritely old man called Reg, who must make his way to the Post Office and collect his pension (and no doubt have his only conversation of the week with the neanderthal Post Office clerk).


Watch out for the dog pats – they're explosive.

The majority of the baddies in the game are actually youths, who mercilessly throw tin cans around at an alarming rate. Add to this a mad dog who leaves little, er, messages all over the grass, and it looks as though Reg will never be able to buy his telephone stamps.

Despite its origins *U-R-Reg* wins through with its original gameplay and attention to detail. For instance, when he's in the park, Reg can't walk on the flowerbeds. There are also some clever little interludes, such as the 'tea break' (where Reg can collect cups of tea and biscuits for bonus points), and the theatre show (which provides a welcome break between levels). The locations are varied, from the football pitch in the park and main roads, to the Scumbag Estate (my particular favourite).

Stripping away the thought and imagination, *U-R-Reg* is just another *SEUCK* game, but it's one of the best I've seen in a long time. Let's face it, you could do much, much worse than this.

POWER RATING: 75%
PRICE: TBA
FORMAT: DISK ONLY
CONTACT: S Reece, Flat 2, 1162 Bristol Road South, Northfield, Birmingham, B31 2TJ.

CF54 WAS BROUGHT TO YOU BY:
Karen Levell (Editor) • Dave Golder (substitute editor) • Rob Pengilley (Art Editor) • Andy Roberts, Jason Finch (Writers) • Rob Bennett (AD Sales Executive) • Simon Stansfield (Publisher) • Greg Ingham (Group Publisher) • Claire Booth (Production) • Cherry Coad (Ad Design).

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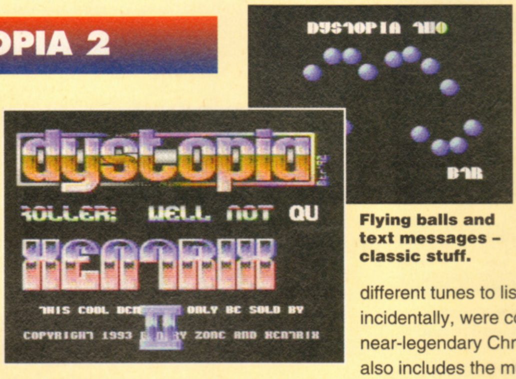
PUBLIC IMAGE

The intrepid explorer Andy Roberts searches deep into the deepest of deep caverns to bring us the lowdown on the latest productions from within the Public Domain. Is he brave or just stupid? Yes, we thought that too...

DYSTOPIA 2

(XENTRIX)


DYSTOPIA TWO
dystopia
ROLLER! WELL NOT QU
XENTRIX
II
THIS COOL DEM ONLY BE SOLD BY
COPYRIGHT 1993 B RY ZONE AND XENTRIX

Flying balls and text messages – classic stuff.

Way back in the midst of time, or three years to be precise, the chaps at Xentrix released *Dystopia*, a rather tasty megademo featuring the likes of Finbarr Saunders (he of *VIZ* fame).

Well, the demo community thrives on sequels (and sequels, and sequels, and sequels...), so it should come as no surprise to learn that *Dystopia 2* followed soon after. However, this particular production had eluded me for some time... until now, that is.

Now, nobody is perfect (except the editor), and I'm a bit of a sucker for slick programming – I know how hard it can be to produce smooth, glitch-free effects to enlighten the senses. And that's why I love *Dystopia 2* so much. The intro starts off with some great music, along with a split-colour scroller and a split-screen scrolling logo. Neither of the effects are technically astounding, they're just clever and imaginative – and that makes such a refreshing change.

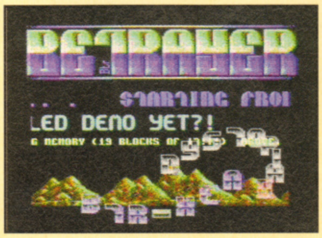
A reference to *Flimbo's Quest*?

The first part is rather lack-lustre, and is merely an opportunity, for those who wish, to view the relevant credits and information about the demo. To compensate for this, however, there is a rather superb tune, laced with clear samples, to while away the hours.

Music is also the theme – no pun intended – of the next section, which is a rather dainty selection of 14 different tunes to listen to (all of which, incidentally, were composed by the near-legendary Chris 'TLF' Lightfoot). It also includes the music from the game *Tracer*, which is a beautiful, relaxing piece of piece.

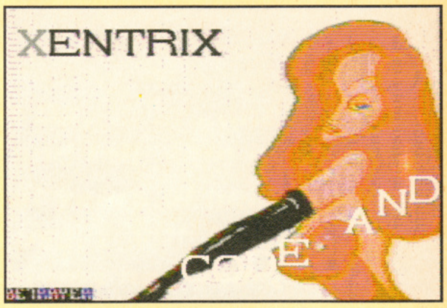
Part three features no less than three separate scrolling messages (just in case you wanted something to read), as well as some mountains (just in case you wanted something to look at), and some wibbly DYSP effects (just in case you wanted to feel ill). The whole part is iced with some very ambient sonics. The latter part of this section hosts a variety of different swirling ball patterns (for want of a better description), and is so relaxing it could almost induce hypnosis.

Part five boasts more logos and two scrolling messages, more DYSP effects, and yet another superb piece of music – it seems as though the quality is getting better but the imagination is running out.



I reckon they're the Carpathians.

The next part, as well as the ubiquitous scrolling message, also features a superbly-drawn version of Jessica Rabbit, sexy star of the film *Who Framed Roger Rabbit*. Unless you have a passion for hand-drawn mistresses, you might as well hit space to load the final part, which again features logos, the obligatory scrolling messages, and even more atmospheric music.



This is Jessica Rabbit... where's her ears, then?

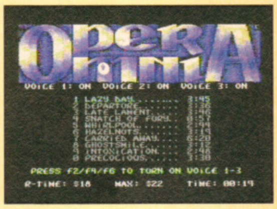
As I mentioned above, I really enjoy demos which are imaginative and well-programmed, rather than just blatantly colourful and awe-inspiring. *Dystopia 2* has been put together by a true C64 devotee, and it shows. Some of the sections are, admittedly, a little samey, but I have to say that I've enjoyed this demo more than any other piece of software recently.

Oh, and note that *Dystopia*/*Dystopia 2* are only available from Binary Zone. So there.

RATING 85%

LUNACY 6

(ANTIC)



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VOICE 1: ON  VOICE 2: ON  VOICE 3: ON

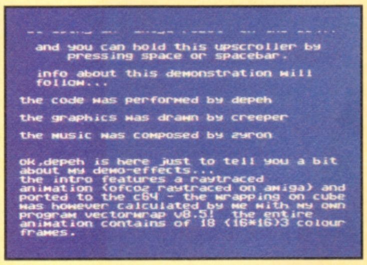
      1 LAZY DAY........ 3:45
      2 DEPARTURE....... 3:36
      3 LATE LAMENT..... 3:46
      4 SNATCH OF FURY.. 0:57
      5 WHIRLPOOL....... 2:44
      6 HAZELNUTS....... 3:19
      7 CARRIED AWAY.... 6:20
      8 GHOSTSMILE...... 3:12
      9 INTOXICATION.... 2:48
      0 PRECOCIOUS...... 3:30

  PRESS F2/F4/F6 TO TURN ON VOICE 1-3
R-TIME: $18    MAX: $22    TIME: 00:19
```

Let's get cultured, yeah?

Another month, another haircut, and yet another self-running megademo to drool over - well, that's the plan anyway. As you'd expect, *Lunacy 6* is one of a long line of Lunacy demos and is, in fact, the sixth one in the series, so you'd expect something pretty special, right? Well, almost.

Self-running demos seem to be in vogue at the moment. Just boot up the disk, then sit back and enjoy the show. This does cause problems if you get bored with a section of a demo and you can't just flick to the next one. Thankfully the programmers of *Lunacy 6* have included a feature which will allow you to skip the current section... but it is completely redundant unless you own an Amiga. Ah well, c'est la vie.



```
  and you can hold this upscroller by
      pressing space or spacebar.

  info about this demonstration will
  follow...

the code was performed by depeh

the graphics was drawn by creeper

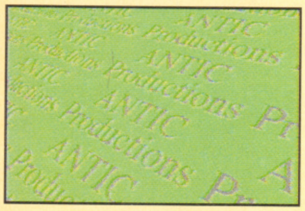
the music was composed by zyron

ok,depeh is here just to tell you a bit
about my demo-effects...
the intro features a raytraced
animation (ofcoz raytraced on amiga) and
ported to the c64 - the wrapping on cube
was however calculated by me with my own
program vectorwrap v8.5!  the entire
animation contains of 18 (16*16)3 colour
frames.
```

These demo coders just love waffling.

The demo kicks off with a pleasing effect, in which a pair of eyes in a dark room peer around ominously (trivia fans might like to know that an identical effect was planned for inclusion in *Mayhem in Monsterland*). This leads on to the main intro to the demo, and boasts some rather lush animated rendered spheres, which in turn are mapped onto a rotating cube - very ingenious indeed.

After a rather mundane credits sequence (accompanied by a picture of a glass tumbler) comes a technically superb real-time rotating twister. The effect, which claims to perform 1,008 real-time calculations (well, I wasn't going to count them) with seven colours, rotates a small portion of a bitmap picture smoothly and effortlessly, before introducing a twisting ripple effect. Although it isn't the fastest effect in the world, the only comparable routine I have seen was in a recent PC demo - and the C64 version isn't bad in comparison!



Get things in perspective, okay.

After another uninspiring (and too lengthy) credits section comes yet another innovative technique, in which translucent vector shapes and objects are mapped over a simple but well-drawn bitmap picture. It might not excite your average demo freak, but it certainly is impressive to watch. More credits follow this section, before the best part of the whole demo; transforming animated vectors. It's rather difficult to describe the effect, but hopefully the various screenshots dotted around (hint, hint) should clarify matters a little. The section includes vector graphics which transform into dozens of shapes and objects, and even little 'toilet door' figures, all of which animate smoothly and with dazzling speed.

The final two sections are lifeless in comparison; indeed the penultimate section is merely a programming tip for would-be coders. The final part, set against an uninspiring bitmap, consists of the demo credits and intimate details for any trivia magnets who care to read it.

I haven't seen any of the other *Lunacy* demos, so I can't really comment on *L6*'s quality compared to its fore-runners. However, that doesn't really matter as this demo is a rather decent production in its own right.

As with *Beyond Imagination 2* (reviewed in *CF*49), *L6* is a mixture of different effects and techniques – some are inspired and clever, others run-of-the-mill. The whole package is linked together with a good deal of professionalism, however, and the grungy music puts the cap on an odd but enjoyable experience.

RATING **80%**

BEST OF TRINOMIC

(TRINOMIC)

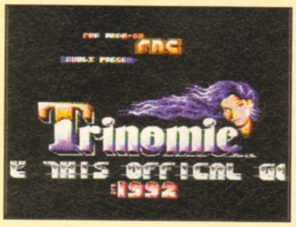
Call me cynical (*you're cynical Andy - Ed*), but if you're going to release a 'best of' demo, then shouldn't every part of that production be technically impressive and a joy to behold? Thankfully, most parts of Trinomic's latest binary bonanza are significantly praiseworthy, but there are a couple that you wonder how they made their way onto this compilation.

The intro is the average, bog-standard intro screen, with colourful bitmap logos, pictures, scrolling messages, and some exceptional music. The next section boasts a full-screen plasma effect, which can be manipulated in real-time using the function keys. As far as I can recall, this is the only full-screen plasma in existence, apart from the equally impressive plasma in *Camel Park* (reviewed in *CF*52), and it certainly is breathtaking.

Next comes an effect which was utterly astounding... three years ago. All right, so it's a three-colour rotating sinus pattern, but once you've seen one, you've pretty much seen them all.

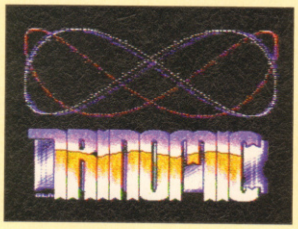
The next section is my favourite, mainly because it's an imaginative idea implemented flawlessly. Using the C64's Extended Background Colour Mode, the programmers produce a full screen of rippling, undulating hi-res colour effects (which comes into it's own when the lights are dimmed).

The fourth section features, apart from the bog-standard logo, a stretchy FLI scroller (which allows more colours on screen than before). Technically impressive and colourful it may be, but it's messy and heavy on the eyes at times.



I bet she drinks Carling...

Part five uses a similar effect to the rippling colour effects of the earlier rippling colour section (*what? – Ed*), but boasts dozens more colours than its predecessor. However, the colour comes at a price, and this particular section is much slower and jerkier.



Literally translated from Latin Trinomic means "Three-Named".

A little interaction is called for in part six, which allows the user to move, wobble and stretch a logo at the top of the screen according to the in-built patterns. The whole effect takes place over a dazzlingly colourful backdrop, along with a couple of great tunes (including a remix of the superb *Phenomena* music as heard on the Amiga demo).

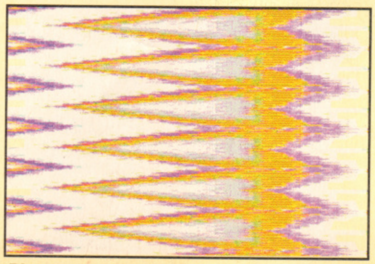
More character-based rippling effects dominate part seven, and again, they can be manipulated using a joystick. It's an improvement on the earlier jerky version, and it only takes a little imagination to produce some very impressive patterns indeed.

The eighth part kicks off with a logo, and then a rather interesting scrolling message – unfortunately my German is a little rusty, so I couldn't grasp the gist of what was being said. However, what happens next is awesome... another scrolling message appears from the left of the screen and wraps itself around the first message. Simply amazing.

The penultimate delight features some pseudo-raster bars, which move, ripple and undulate as you alter the parameters using a joystick. It might sound mundane, but it's incredibly relaxing after a hard day watching megademos.

Things up with the credits plus a flashing logo synchronised to the *Robocop 3* title music. Impressive, but nothing special.

Best of Trinomic is a pretty good megademo, and represents (or at least, tries to represent) a wide variety of effects and well-worn techniques. Many of Trinomics members are heavily involved with the PC, and it's easy to spot their inspirations.



Please do not adjust your television set!

Professionalism is evident throughout, and everything is slickly coded with suitable sonics for every part. It isn't perfect, but who cares? (Perfectionists presumably – Ed.)

RATING **90%**

PD FORMAT DIRECTORY

Unless a particular piece of software is exclusive to a particular library, like *Dystopia 2* for example, we'll never recommend a company from which to buy your PD software. Basically, PD software is free, and most libraries will have all of the latest software in stock anyway. That's why we go to enormous lengths to compile the PD Format directory, the most up-to-date guide to PD libraries around.

If you've never ordered PD software before, write to a few libraries enclosing an SAE and ask for a recent catalogue. Some libraries will only stock disk-based software, so state whether or not you own a disk drive. To make life easier, we now specify whether or not the companies stock tapes (T) or disks (D).

If you run a PD library and can't find your company listed here, if you've discovered some software which you think we'd be interested in, or even if you're a PD programmer with a new demo or game to share with the world, write to us at: PD Format, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

- **BINARY ZONE PD / THE GUILD (T&D) – 34 Portland Road, Droitwich, Worcs, WR9 7QW.**
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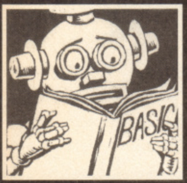
- **UTOPIA PD (D) – 10 Cwmaman Road, Godreaman, Abedare, Mid Glamorgan, CF44 6DG.**

TECHIE TIPS

As Judgement Day nears one man stands proud and tall, safe in the knowledge that years of helping poor, suffering C64 users with their technical problems has saved him from eternal damnation. That man, my friends, is Jason Finch...



TO PRINT OR NOT TO PRINT?

Dear Techie Tips,

1 How can I print large amounts of text from the beginning screen (you know – the one you get when you first turn the C64 on)?

2 Is it possible to print from *Saracen Paint*?

3 How good is the Citizen 120D printer?

4 Why are disk drives so expensive?

Michael Perry, Ipswich.

1 I confess to being slightly confused. Do you mean you want to print out the screen, or do you just want to print some text to your printer? Printing text is done in three stages.

The first thing you have to do is set up a channel for communication. In plain English this means you are telling the computer, "Hey, I want to send something to the printer". The command `OPEN 4,4` will do the job. To print text you then give commands like `PRINT#4,"COMMODORE"` from Basic. When you have finished do `CLOSE 4` to tell the computer you've had enough. And that's all there is to it.

2 No.

3 Very. The 120D is a worthwhile printer that has a variety of options. It will do high quality printing as well as draft, and it also supports features such as bold and underlining.

4 You can now buy 1541 disk drives from Electric Boys Entertainment Software for the measly price of £69.99. **Jason**

SPEAKING MY LANGUAGE

Dear Techie Tips,

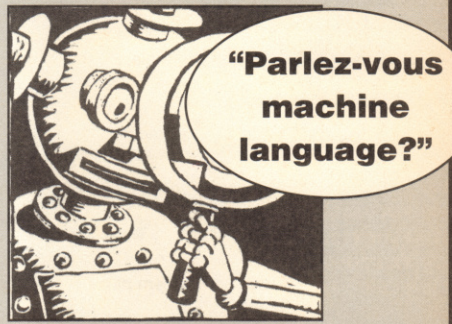
1 How do I make machine language DATA for creating sprites? What's the ML equivalent of the DATA statement in Basic?

2 How do I print a word or sentence or, indeed, a whole paragraph, at a particular place on the screen in machine language?

3 How would I go about changing complex maths in Basic into machine code?

4 Arrghh! Techie Tips has been reduced by one page. One third of my favourite section is gone. Please tell me that this was only for *CF*51.

A May, Dublin.


"Parlez-vous machine language?"

1 In assembly language, the equivalent of DATA is BYT. The following short extract of code shows how you would start storing some bytes at location 832 onwards in memory.

```
10 *=832
20 BYT 000,073,000,069,058,059,010,130
30 BYT 064,224,192,028,138,094,076,234
```

However, strictly speaking, there is no equivalent of DATA because in machine code you don't write a routine to read in the information and then store it at a particular place.

2 First you need to tell the computer where you want the text to be printed. This is done using a Kernal ROM routine called PLOT ($FFF0). Then you tell the computer where to find the text and give a call to another ROM routine ($AB1E) to display it on the screen. The following machine language program shows you the principles. Note the zero byte on the end of the BYT instruction; this tells the routine at $AB1E when to stop printing text.

```
1000 *=49152
1010 :
1020 SCLR=$E544 ;CLEAR SCREEN
1030 PLOT=$FFF0 ;POSITION CURSOR
1040 SEND=$AB1E ;OUTPUT TEXT
1050 ;
1060 JSR SCLR
1070 ;
1080 LDX #18 ;VERTICAL POSN
1090 LDY #12 ;HORIZONTAL POSN
1100 CLC
1110 JSR PLOT
1120 ;
1130 LDA #<TEXT
1140 LDY #>TEXT
1150 JSR SEND
1160 RTS
1170 ;
1180 TEXT BYT "COMMODORE FORMAT",0
```

3 This topic is vast and unfortunately there isn't enough space to cover everything you need to know here. It would be wise to avoid complex maths in machine code until you are fluent in programming machine language.

4 "It was only for *CF*51," he lied. **Jason**

DECEPTIVE DIRECTORIES

Dear Techie Tips,

1 Would it be illegal to copy programs off your cover tape and then to pass them on like PD?

2 On some public domain disks I have seen a greater-than symbol (<) after the PRG program type. I also see DEL< in disk directories. What is this, how does it work and, more importantly, how do I get it to work?

3 On PD disks the number of blocks in each program appears to be zero. Why?

4 How do you erase a single file or replace it with a different name?

Gordon McDowagh, N.Ireland.

1 If they are PD programs and you can get them from PD libraries then you can copy them and pass them on, so long as you are not raking in the dosh from doing so. If they are not already PD programs, in which case *CF* has bought the rights to use the software on the cover tape, you shouldn't really be making copies.

2 The greater-than symbol means the file cannot be deleted from the disk. To explain why and how would take pages and pages, but very briefly it's all to do with the information stored on track 18 of disks. Track 18 is the directory track, split into sectors pretty much the same as on the rest of the disk.

Each of these sectors contains the information required to locate and maintain eight files on the disk; this is 32 bytes of information per file and includes stuff like the filename, its length, its file type and so forth. By changing the file type byte you can protect it from being deleted, and you can even change a PRG into an SEQ.

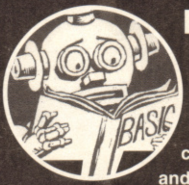
The DEL< is just another file type. The following program, which is rather complicated, will search for a file and will toggle its protection on and off for you. Be very careful that you get all the semi-colons in the right place or you could mess up your whole disk. Try it on an unimportant one first to make sure you've typed it in right.

```
100 REM "PROTECT/UNPROTECT" BY J.FINCH
110 :
120 OPEN 15,8,15:OPEN 8,8,8,"#"
130 T=18:S=1:REM SET START TRACK/SECTOR
140 :
150 REM GET FILENAME
160 FOR X=0TO15:S$=S$+CHR$(160):NEXT X
170 INPUT "FILENAME";F$
180 F$=LEFT$(F$+S$,16)
190 :
200 REM READ SECTOR INTO BUFFER
210 PRINT#15,"U1 8 0";T;S
220 PRINT:PRINT
230 PRINT "READING:  T 18  S";S:PRINT
240 GET#8,A$:T2=ASC(A$+CHR$(0))
250 GET#8,A$:S2=ASC(A$+CHR$(0))
260 :
270 REM TRY TO FIND FILENAME MATCH
280 F=0
290 FOR X=0TO7:PRINT#15,"B-P:8";X*32+5
300 D$="":FOR D=1TO16:GET#8,A$
310 D$=D$+A$:NEXT D:PRINT D$
320 IF D$<>F$ THEN NEXT X:GOTO 500
330 :
340 REM GET PROGRAM TYPE BYTE
350 PRINT:PRINT
CHR$(18);"FOUND..";CHR$(146);
360 PRINT#15,"B-P:8";X*32+2
370 GET#8,A$:TP=ASC(A$+CHR$(0))
380 IF TP=0 THEN PRINT "  THIS IS A
SCRATCHED FILE":GOTO 530
390 :
400 Z=TP AND 64
410 IF Z=0  THEN TP=TP+64:PRINT"
PROTECTING"
420 IF Z=64 THEN TP=TP-64:PRINT"
UNPROTECTING"
430 :
440 REM WRITE SECTOR TO DISK
450 PRINT#15,"B-P:8";X*32+2
460 PRINT#8,CHR$(TP);
470 PRINT#15,"U2 8 0";T;S
480 PRINT:PRINT:T2=0
490 :
500 IF T2<>0 THEN T=T2:S=S2:GOTO 210
510 :
520 REM CLOSE CHANNELS
530 CLOSE 8:CLOSE 15
```

3 This is just to make the directories look neat and tidy. It does not mean that the file is actually zero blocks in length, obviously. One of the 32 bytes of information stored on the directory track about each file is the file length byte. You can set this to what you like and it won't affect the file at all.

4 To erase a file you do `OPEN 15,8,15: PRINT#15,"S:FILENAME": CLOSE 15`. To rename a file to something else you do `OPEN 15,8,15: PRINT#15,"R:NEWNAME=OLDNAME": CLOSE 15` where you replace the various names with whatever you want. **Jason**

FATAL TOUCH



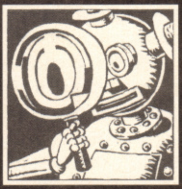
Dear Techie Tips,

Is it possible to use the built-in sprite-to-sprite collision register to detect collision between sprite one and the other sprites? I am trying to write a game and at the moment every time an enemy touches another enemy the player dies, which, frankly, ain't much good.

Jamie Winder, Doncaster.

Hmm, it does sound like your game may have a few playability problems. To make sure that some-thing has collided with your player sprite and nothing else, you should use a conditional check of the form `IF (PEEK(53278)AND1)=1 THEN 1000` where line 1000 would be the start of the routine that kills the player. If it is just two enemies that have collided, the `PEEK(53278)AND1` business will not give the answer 1. I hope that clears up your problem, and let us see the game when it's finished and debugged, okay. **Jason**

MATCHMAKING



Dear Techie Tips,

1 I am trying to learn machine language and thought your tutorial was excellent (*of course – Jason*) (*Oh God , he'll be asking for a rise now – Ed*). Could you please give me a routine to compare two words together and get a 1 if they are the same or 0 if they don't match?

2 Way back in an early issue of *CF* you said something about a program that produced stereograms on the C64. Could you put this on the cover tape?

Antony Wellings, Rickmansworth.

1 The following program is just a demonstration and will compare the top line of the screen display with the second line. It expects words to be terminated with a zero byte (which, on the screen, is an 'at' character). You can change SOURCE and DESTIN to compare other parts of memory, but this should show you the basics.

```
1000 *=49152
1010 SOURCE=1024    ;ROW 0 OF SCREEN
1020 DESTIN=1024+40;ROW 1 OF SCREEN
1030 ;
1040 COMPARE ;
1050 LDX #0
1060 ;
1070 LOOP ;
1080 LDA SOURCE,X; DOES THIS...
1090 CMP DESTIN,X; ...MATCH THIS?
1100 BNE NOPE
1110 ;
1120 YEAH ;
1130 INX
1140 BEQ NOPE
1150 CMP #0
1160 BNE LOOP
1170 ;
1180 LDA #1
1190 RTS
```

The fatal touch – or just a bit of a massage?

```
1200 ;
1210 NOPE ;
1220 LDA #0
1230 RTS
```

2 All good things come to those who wait (*including the end of your section? – Ed*) That's enough cheek from you. Anyone'd think that TMB had taken charge of the mag. Er, he hasn't, has he? **Jason**

NEVER FEAR, THE TECHIE HITMAN'S HERE!

Jason Finch is the Techie Hitman. And that doesn't mean he's the hero from some '60s campy '60s TV thriller. What it actually means that he like nothing better than solving people's C64 problems for them.

So if you want some techie help, he's the man you want. You won't find him in the Yellow Pages under T, so write instead to: Techie Tips, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. He could change your life.

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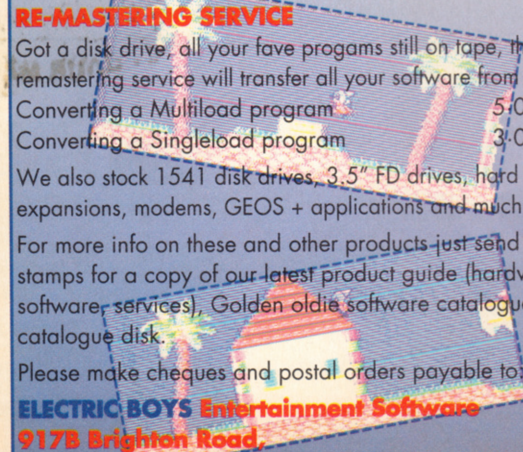

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